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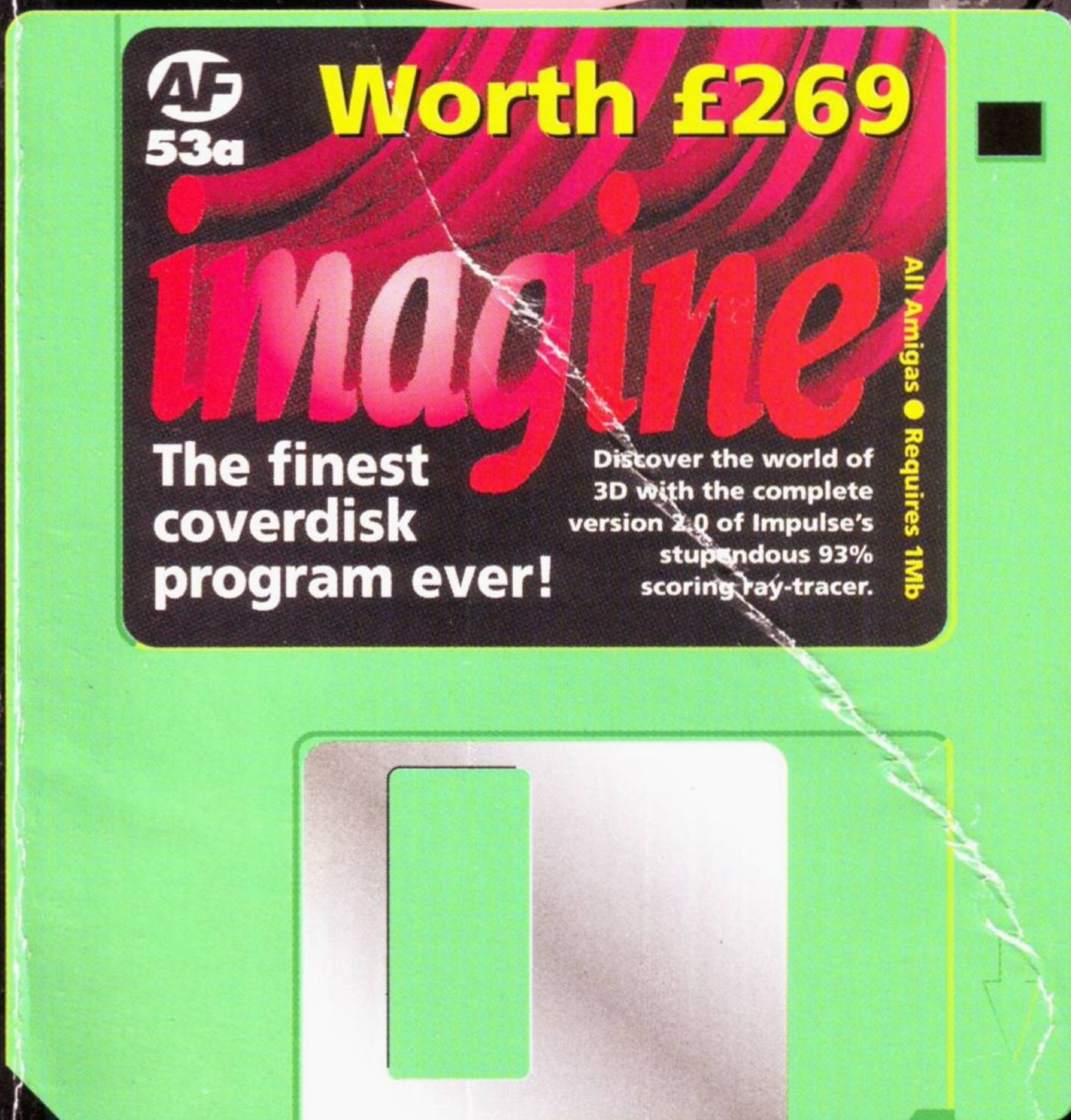
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# AMIGA FORMAT

ISSUE 53 ■ DECEMBER 1993 ■ £3.95

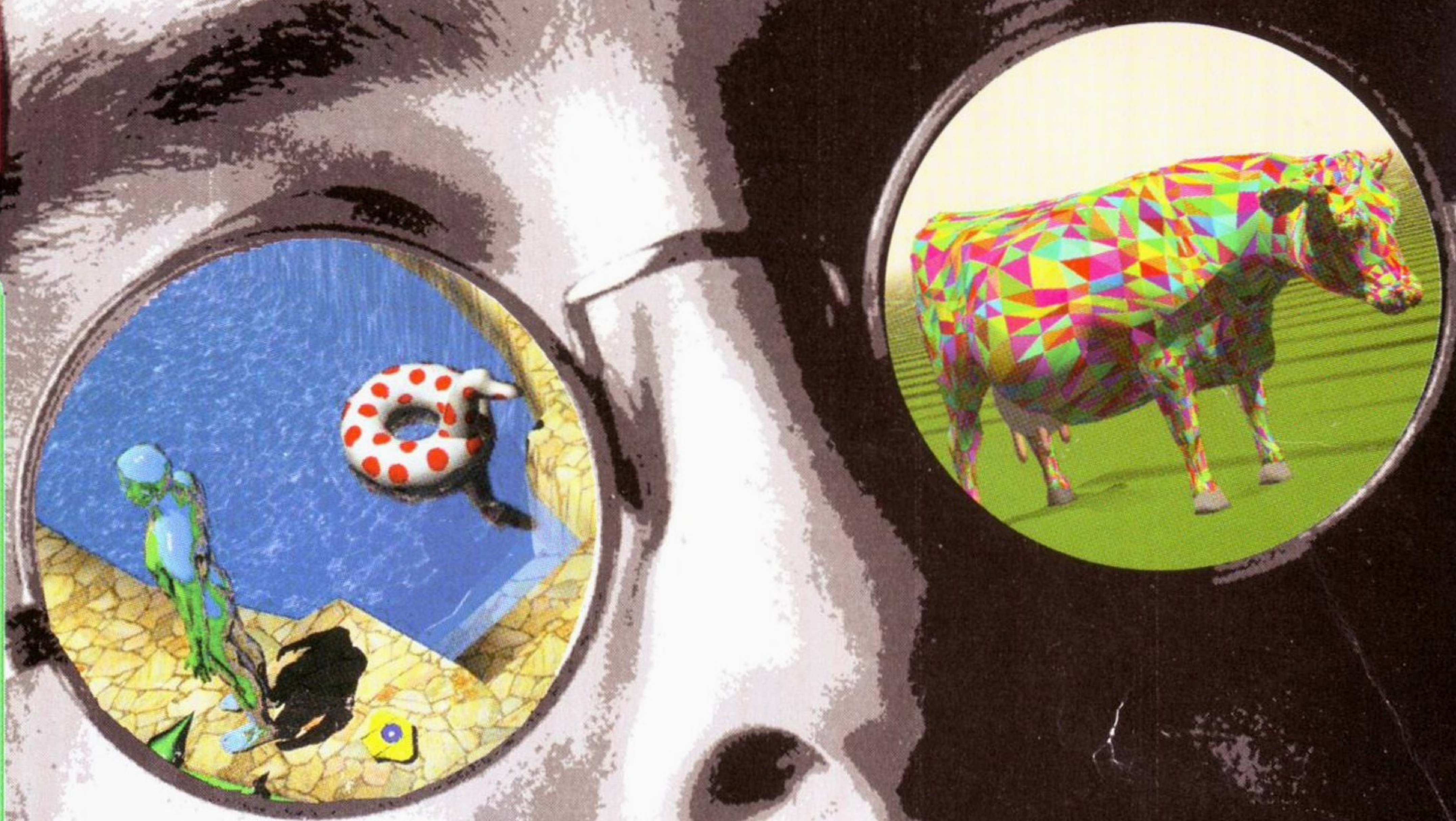
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- 10 pages of unmissable tips and tutorials

**REVIEWED:** Uridium 2, Blastar, Overdrive, Second Samurai, Donk

**EXPAND!** A4000 upgrade advice

**CLASSICS** We look at the great

Future PUBLISHING



# WHEN THE STREET JUST AIN'T TOUGH ENOUGH...

# GO PLAY IN THE PARK



Have we got a great issue for you this month? We certainly have! Which other magazine gives you a working copy of a 24-bit ray-tracing program? Not Classic CD, that's for sure.

# Contents

AMIGA FORMAT ISSUE 53 ● DECEMBER 1993

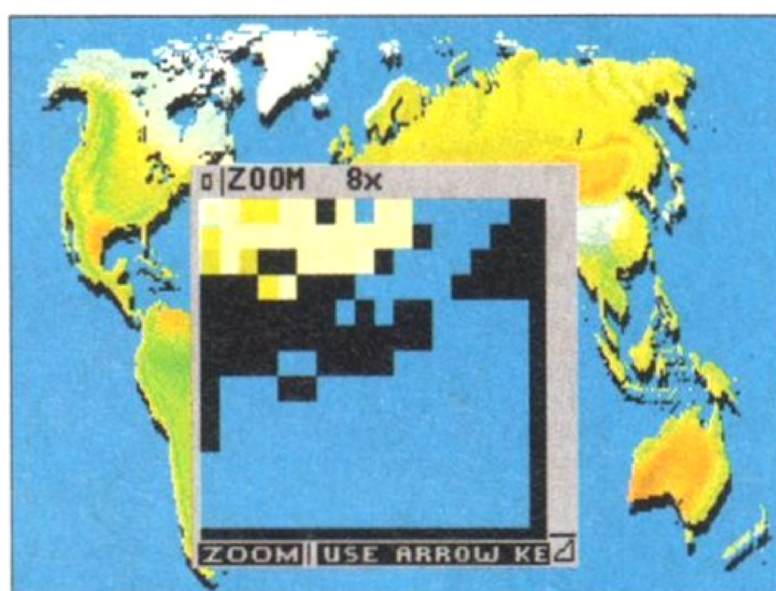
## TOP NEWS STORIES


CD software. Why does it cost so much?

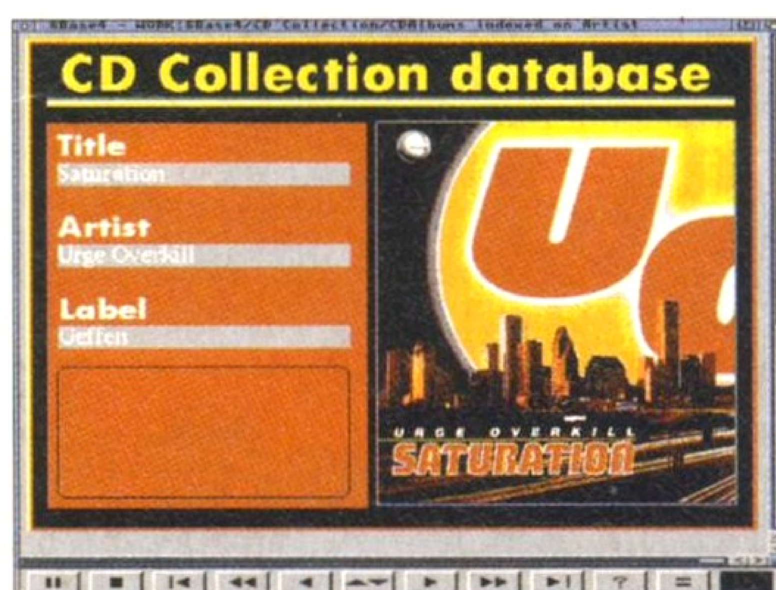


## Reviews

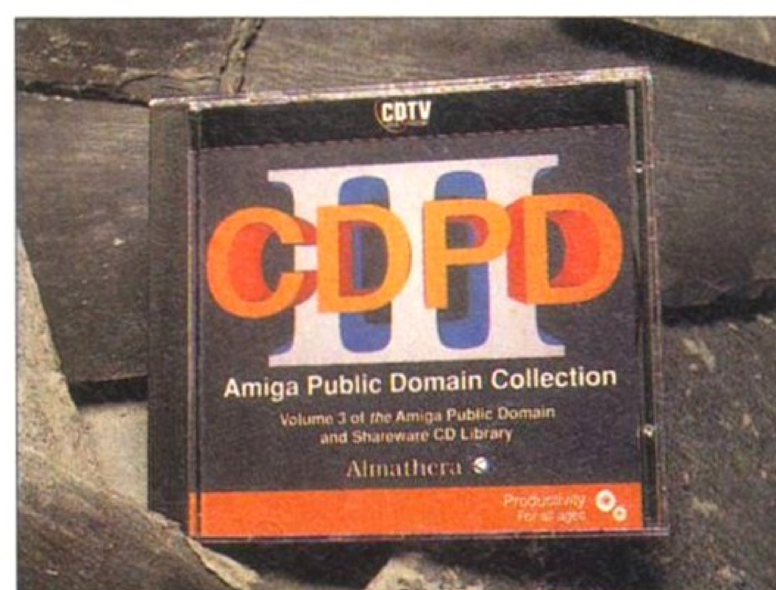




A paint program with no manual controls? Must be *RPaint*. p 137



Whatever you need to store and retrieve, *SBase* might help you get it in order. p138



Fancy a whole PD library on one disk? Try CDPD 3. p 141

## Regulars





If you need to increase the size of your image, try Epson's projection TV. p 162

## Screenplay 49





Can Andy Braybrook's 8-Bit classic *Uridium* stand the conversion to Amiga 16 and 32-bits?




Will Core's *Blastar* make this a bumper month for fans of the shoot-em-up genre?

## On this month's Coverdisks




FOR FULL LOADING INSTRUCTIONS SEE PAGE 7

FOR TUTORIALS SEE PAGE 37

FOR FULL INSTRUCTIONS SEE PAGE 8



Team17 have two new products out this month, is *Qwak* the better, or will *Overdrive* take the honours?






How many monkeys does it take to change a light bulb? *The Secret of Monkey Island* goes cheap.

# *Just* IMAGINE



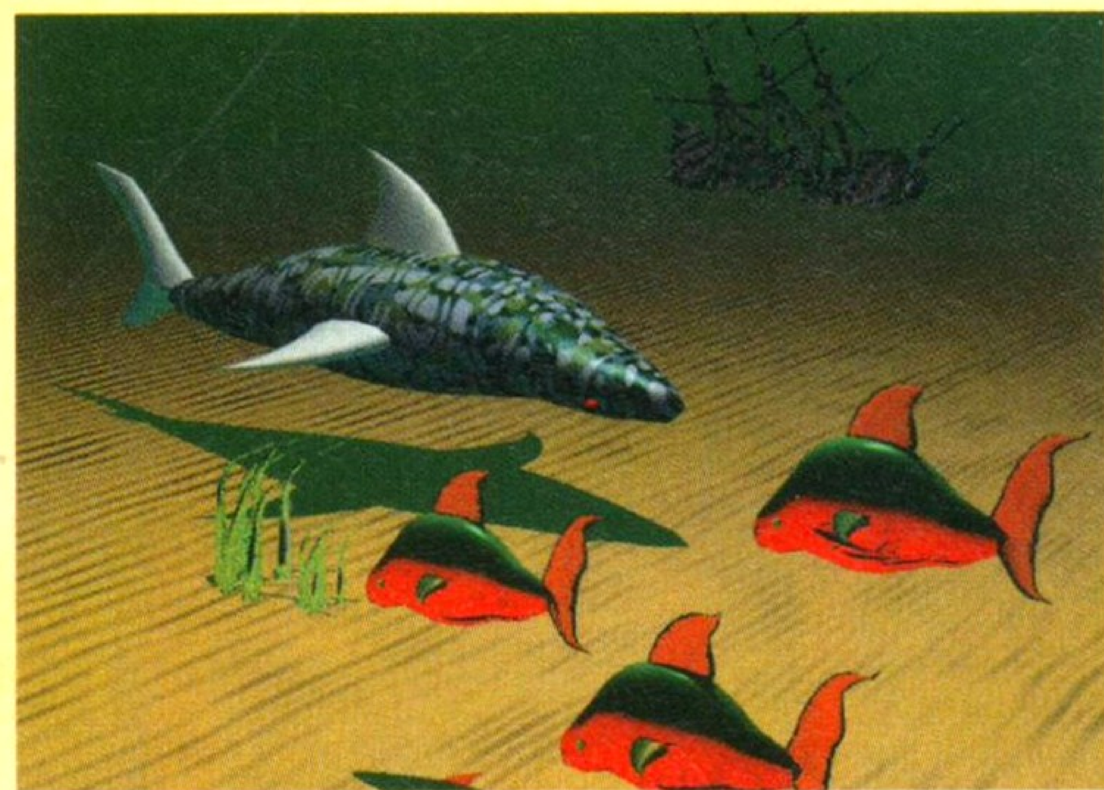

Here at *Amiga Format* we've gone on, and on (and on) about how great 3D imaging software is. But few people have had the chance to try out more than the budget programs. Until now that is! This month we're Coverdisking *Imagine 2*... and showing you how to use it. Turn immediately to... page 37

## UPGRADING *your A4000*

The A4000 is a mean machine. But to really get the most out of it, you need to put more in. In this first of an occasional series, we show you how to fit extra RAM, and Zorro cards to your machine. page 122

## DATA *Salvage*

Data can be as valuable as the hardware it's stored on, but unless you are very careful, there's always the chance you will lose it. We show you how to keep your data safe, and what to do if te worst should happen. page 132



## Imagine

Imagine for one second a package so good it scored 93 per cent in Amiga Format. Consider, if you will, having this package in your hands. And thats what you've got... so don't just stand there, flip to the Coverdisk pages now, and discover how to use this incredible program. Imagine is, without a doubt, the best Coverdisk package ever to be seen on the front of any Amiga magazine.

Now the power of 24-bit ray-traced graphics is all yours. But we wouldn't just abandon you with such a great package without showing you how to use it. So turn immediately to page 37 (pausing briefly at page 7 to discover how to decompact your disk), to discover how to get to grips with this amazing program. We have six pages of step-by-step tutorials to get you started, and we'll be following them up in the coming months with even more projects to help you become a true Imagine expert.

Then turn to page 45 to see our truly spectacular upgrade offer. You can have the incredible new version, Imagine 3.0 for a mere £75. Sound unbelievable? It's true.

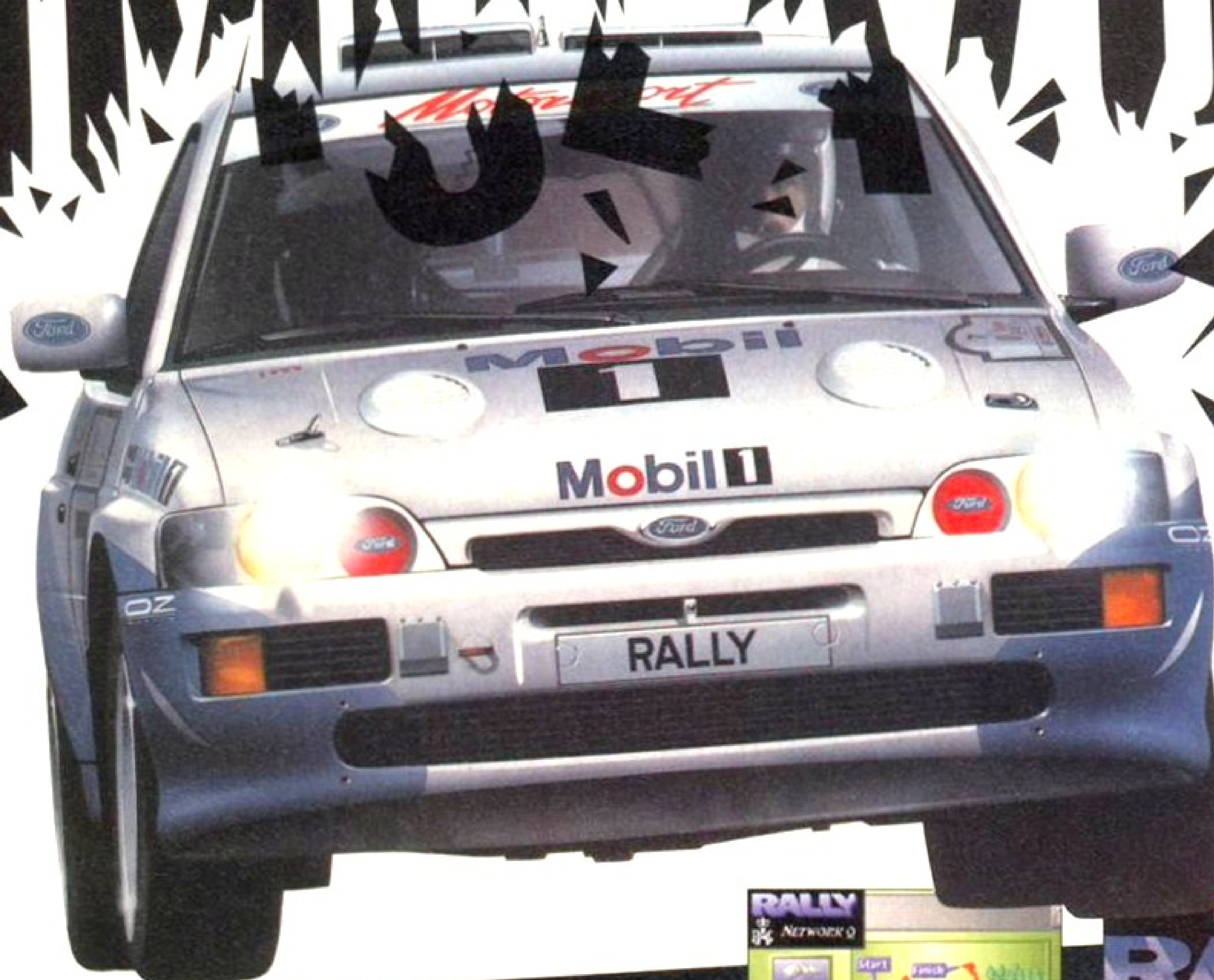



## Uridium 2

We like shoot-em-ups here at AF, but we haven't seen one we like this much since SWIV fell on our doormat. Uridium 2, a horizontal viewed from above space blaster, is the shoot-em-up of the year, and the definitive demo is on Amiga Format.

NETWORK Q RAC RALLY

# CHECK OUT THE LATEST FLIGHT SIMULATOR




*This rally sim's so lifelike you can almost smell the high-octane fumes.* **"We have lift off!"** Just what you **don't** want to hear from your computer co-driver...

He's screaming pace notes above the shriek of the engine... you're pushing it to the edge in the final thrilling stages of the Network Q RAC Rally.

You're strapped into one of the five rally-bred supercars, speeding in the exact tracks of the '93 Rally leaders. Each car handles differently. Each tests your driving skills flat out.

You're picking up vital seconds when you hang a bend late, clip a bank and flip into a roll – damage your car and you dent your chances.

It's the sequel to the top-selling RAC Rally game. But the sound's even more deafening, the digitised video graphics even more *in your face* for an atmosphere that's totally turbo-charged.

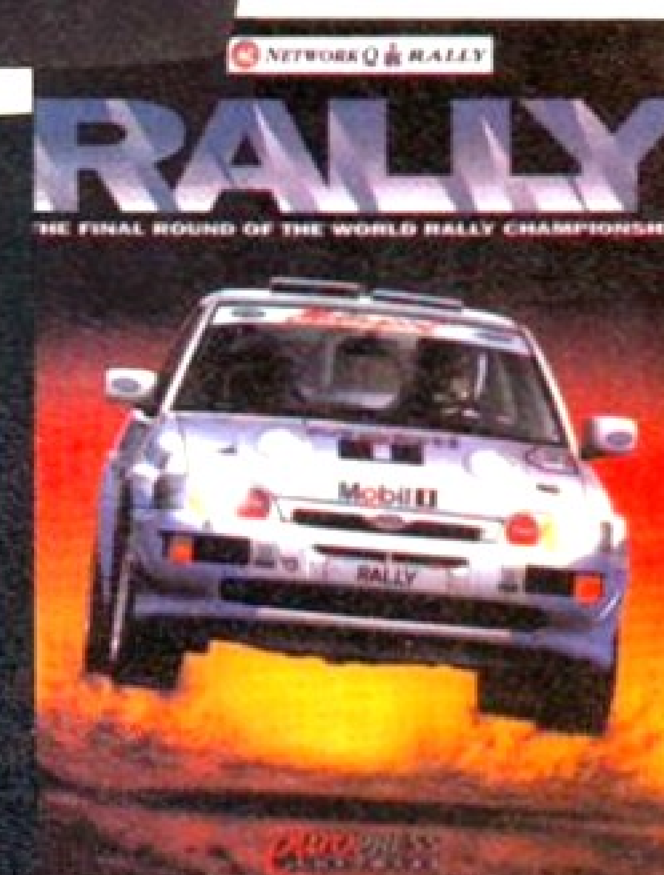
Flying around the world's toughest rally course is one thing. Staying on earth is another.

**WARNING: CRASH HELMETS NOT PROVIDED.**










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## GETTING STARTED




Switch on your machine, and insert Coverdisk 53a. After a few seconds, Workbench will load. Double-click on the icon marked Coverdisk53a, and then double-click on the icons to extract the *Imagine* files. You will need to have two blank formatted disks handy to put the files onto. Refer to the instructions below right for more details on how to do this.




Disk 53b is autobooting, so if you want to play this exclusive level of the year's best shoot-em-up, just stick disk 53b into your drive and turn the machine on, or perform a soft reset.
For more details on how to play the Uridium demo, turn the page...

# COVER DISKS

**On this month's Coverdisks we've got the incredible 3D ray-tracer, Imagine. Plus the king of blast-em-ups, Uridium 2. Here's how to get 'em going...**

## IMAGINE

Welcome to the wonderful world of *Imagine*, the 3D rendering software which took the world by storm last year and is widely regarded as the best 3D ray-tracing package available for the Amiga.

On this disk you will find the compressed files containing the complete *Imagine* program (the INT disk) and a whole load of tutorial objects and textures for you to play around with (the DEMO disk).To use the program you will need to decompress both these files on to separate disks. To do this, reset your Amiga and insert the Coverdisk. Once it has booted up, double click on the disk icon. A window will appear on your Workbench screen with two icons inside it. Get your blank floppy ready and double click on the first icon.

The disk will spin for a bit as the file is copied into RAM. A requester will then appear asking you to: 'Insert a disk into DF0: and press return.' Remove your Coverdisk from the drive and replace it with the blank disk, then press Return.

The decompression program will then create a complete disk with all the *Imagine* software on it. When this process is finished, a requester will appear asking for your Coverdisk to be put back in DF0:. Do this and you will now be ready to uncompress the second disk. Simply follow exactly the same procedure as above after double-clicking on the second icon in the disk window.

At the end of this process, you will have two disks – the program disk and a disk full of examples. To use *Imagine*, you must first reset your machine and reboot using a copy of your original Workbench disks. Once loaded, simply insert the *Imagine* INT disk into the drive and double click on the disk icon. Double click on the *Imagine* drawer and again on the program's icon to load *Imagine*. You are now on your way to creating your first astounding images.

Now turn to page 37 for our comprehensive tutorial on how to use this remarkable software.

## 1MB USERS

**In order to get Imagine to work in 1Mb of memory you will need to alter the configuration file. To do this, first uncompress the disks as explained and then reboot your machine from a Workbench disk. Open up a shell and enter the following:**

```
resident c:ed pure add
```

**Then remove your workbench disk and insert your INT disk. Then type the following:**

```
ed DF0:Imagine.config
```

**Another window will now appear containing a list of text which looks like this:**

```
#Misc.Stuff
PPTH  ""                # path for imagine.pic
EDIT  "C:ed"            # text editor to use for
                                   "Edit Movie"
QUIK  "HAM"             # quickrender preset name
QURM  "Scanline"        #quickrender rendering method
QUFF  "RGBN-12 bit"     # quickrender file format
QPTH  "RAM:"            # path for quickrender pic
LOAD  T                 # flag - load all modules
LACE  T                 # flag - interlace editors
```

**These are the important bits anyway. Using the cursor keys and the delete key, move the cursor around the screen and change this listing to read:**

```
#Misc.Stuff
PPTH  ""                # path for imagine.pic
EDIT  "C:ed"            # text editor to use for
                                   "Edit Movie"
QUIK  "LORES"           # quickrender preset name
QURM  "Scanline"        #quickrender rendering method
QUFF  "HAM"             # quickrender file format
QPTH  "DF0:"            # path for quickrender pic
LOAD  F                 # flag - load all modules
LACE  F                 # flag - interlace editors
```

**To save this file press the escape key and then the "x" key before pressing Return. The new configuration will be saved and you will find that *Imagine* will now run on a 1Mb machine.**

**It is advisable that you get a memory upgrade though, because you will find yourself restricted in terms of object and animation size. And renders undertaken with just 1Mb will very VERY slow.**

## WORKBENCH 1.3

**Because of the limitations of Workbench 1.3, you will actually have to initially boot your machine from your Workbench disk. Once Workbench has loaded simply insert your AF53a disk into the drive and proceed through the instructions as shown.**

**Occasionally you will be asked to replace the Workbench disk (once before and once after each decompression operation). Just follow the system messages and you too will be able to enjoy the delights of 3D rendering.**

## SYSTEM REQUIREMENTS

**In order to use *Imagine* you will need at least 1Mb of memory, preferably chip memory.**

**To get the best out of the software you should have at least 4Mb of memory and a hard drive of not less than 40Mb. Obviously the more memory and storage capacity you have, the better your life will be, but you don't need us to tell you that.**

## IMAGINE NEEDS MEMORY!!!

If you have only 1Mb of memory turn to page 37 for details of our RAM upgrade special offers.

# URIDIUM 2

**GRAFTGOLD THROUGH RENEGADE**




Strap in and let loose a hail of laser death in what is, quite literally, a blast from the past. This month's Coverdisk has an exclusive level from Andy Braybrook's conversion of his own 8-bit classic.

## DISK NOT WORKING?

We duplicate over 400,000 disks every month. Out of all those, obviously a few will be faulty. If the disk is faulty or any of the programs on it will not load or run properly, there may be a problem. Don't panic!

However, if your Coverdisk is in fact faulty, you should send it back INCLUDING A STAMPED, ADDRESSED ENVELOPE for a free replacement within one month of the cover date to:

Amiga Format December Disk
Disk Copy Labs Ltd
Units 2&3
Omega Technical Centre,
Drayton Fields
Daventry,
Northants,
NN11 5RT

**CALLING URIDIUM 2** a *Defender* clone is right to a certain extent, but the latest blast from the Andy 'pop-killer' Braybrook goes a lot further. The idea is to fly your tiny, one-man Manta across the decks of huge enemy dreadnoughts, blasting anything that moves (and causing damage to some things that don't).

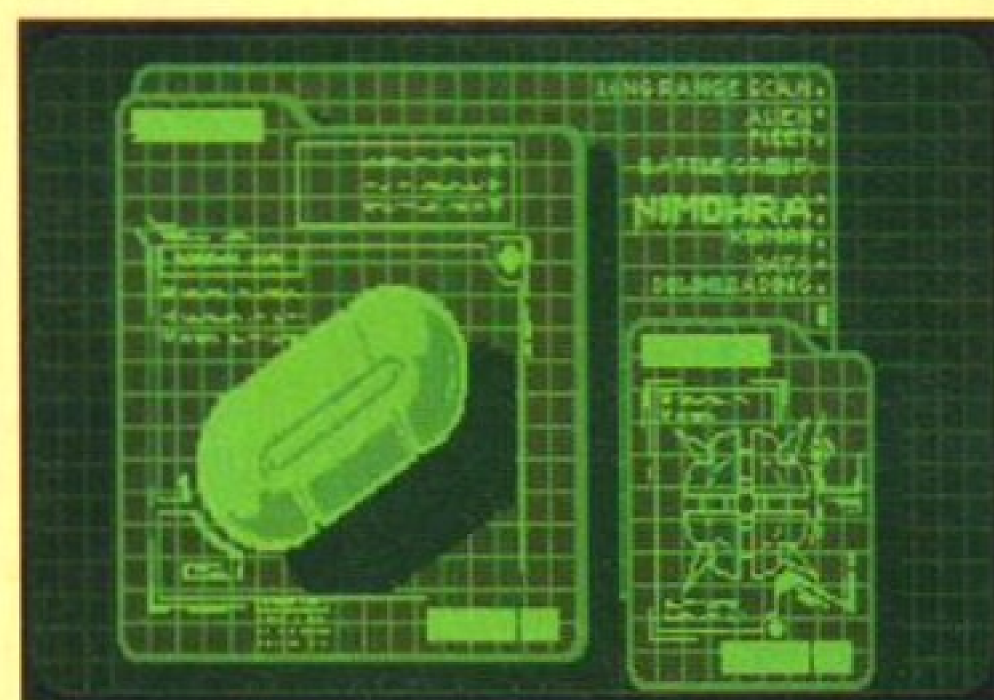
Your ship is dropped from in front of the craft, leaving you to flip, twist, turn and blast your way through enemy waves, dodging deck guns and Uridimines as you go. Once you've caused enough devastation, you must enter the engine core and finish the job. That's the basic idea, anyway. Things are a little bit more complicated in practice though. Never mind, just plug in and start flying – you'll get the hang of it.

## THE DREADNOUGHT



Your ship drops out of warp just to the left of the dreadnought, so get ready for action. The dreadnought in our demo is Greemion, which is the third ship in the first fleet.

The main threat to your Manta comes from the attack waves of enemy fighters that swoop across the decks of the dreadnought. Blast an entire fleet and you will receive a pick-up (offering a score bonus or an alternative weapon).



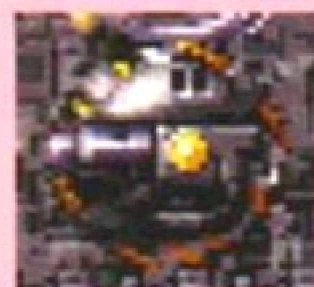
Before you launch, a greenprint shows you what the walls, enemy turrets and Uridimines look like on that fleet, so you've got no excuse for flying into things.

## GAME OPTIONS

The default game is a single-ship run across the surface of the dreadnought, but by switching on Caps Lock and pressing F1 you can switch to twin-ship attack. This gives you a drone wing-man that follows your every move, effectively doubling your attack. However, you do have to take into account that you've got two ships to protect.

On the finished version of the game there are extra options, such as joystick or keyboard control, music on/off and two player game (team, head-to-head solo or head-to-head with drones).

## WATCH OUT FOR THESE...



**DECK GUNS**
On the first fleet, deck guns only shoot to the left, but can still be nasty if you don't pay attention. A single cannon shot or bomb should deal with them.



**URIDIMINES**
Uridimines home in on your Manta and cause instant death if you collide with them. Dodge them or blast them out of the sky (if you can).



**MINE PORTS**
Uridimines are launched from these ports. Dropping a bomb or a torpedo will stop a port from operating (as will shooting a Uridimine as it is launched).



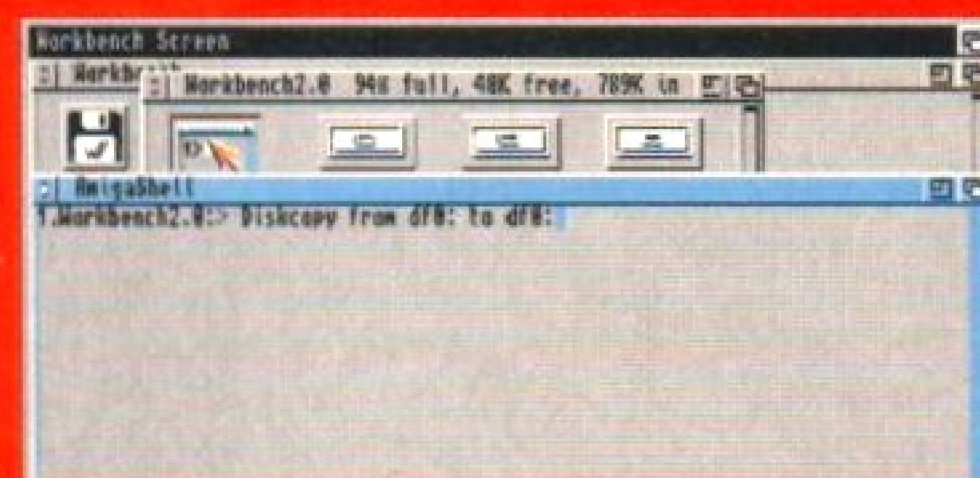
**WALLS**
The Manta is a very manoeuvrable little craft – and it needs to be to get around these walls. Constructions like this can't be destroyed on earlier levels, so fly around them... Carefully!

## Backing up your disk

There are two ways of making a copy of your disk, and this is the easy one. Don't be daunted by the fact that you need to use the Shell or CLI: it's actually a lot easier than you might think. Just follow these simple steps...




**1** Load your Workbench disk. Open the disk, find the icon that says Shell or CLI and double-click on it.




**2** When the Shell window appears and the drive light is out, type in (DF0 as in Zero, not DFO as in Oops):
Diskcopy from DF0: to DF0:
and press the Return key.

## MANTA CONTROL



FIRE – Lets rip with the current weapon.

JOYSTICK UP AND DOWN – Steers your Manta. Joystick left or right – Accelerate or slow down and turn around.

Help — HELP – Pauses the game (Help or fire to resume).

P — P – Pauses the game.

Esc — ESCAPE (WHILE PAUSED) – Quit the game.

From time to time a pick-up will appear. Most will drift towards you, but Victory Points (one of the most useful pick-ups) will just float off the top of the screen. To pick up a weapon just fly into it. If you decide that you want to get rid of a weapon (some are no good for certain tasks) just waggle the joystick and you will be returned to the default weapon (cannons).

## BLASTING THE ENGINE CORE

Once landed, you enter the dreadnought's engine room. The core itself is the shielded globe in the centre. You must blast away the shield using your Vulcan gun while coping with the low gravity, security drones and flying debris. The lives display on the panel will be replaced by energy bars. If these are all extinguished, your assault suit will be destroyed (meaning the dreadnought won't be) so be careful.

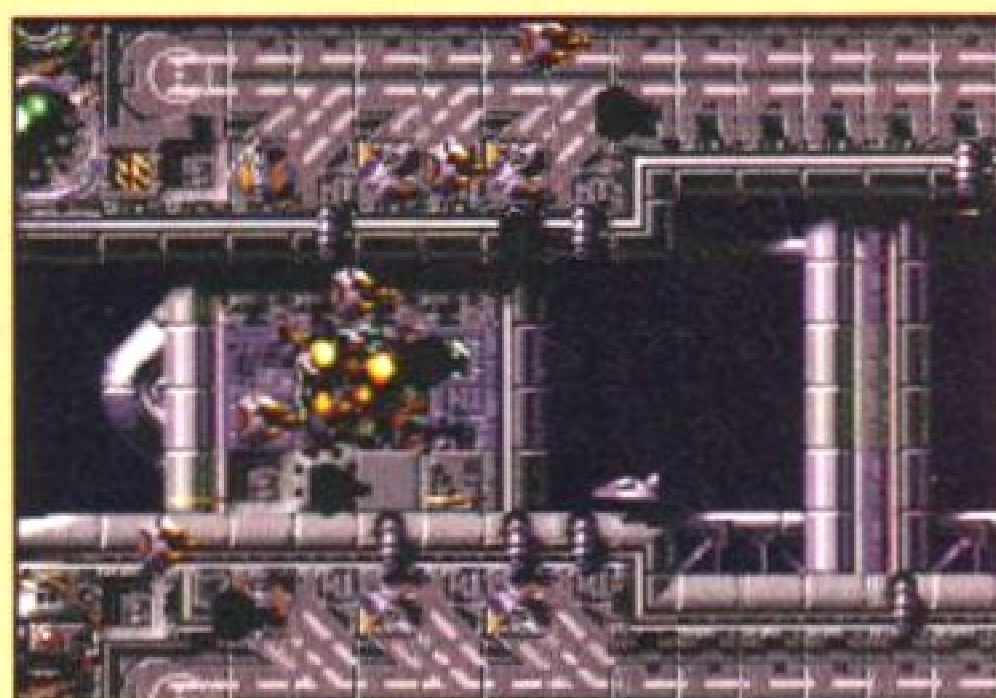
Once the core has been obliterated, the engine room will suddenly start to collapse and extra weapons will be revealed. Pick them up if you have the nerve, then hold down the fire button to call the escape teleport. When the teleport ring appears, fly into it to leave the room, but you must be quick – it won't stay there for ever.



Left: To finish off a dreadnought, you must fly into the heart of the ship in your assault suit and blast the core to pieces with a Vulcan cannon.

Right: Once you've blown it up (or chickened out) hold down fire and fly into the escape field to teleport the hell outta there.

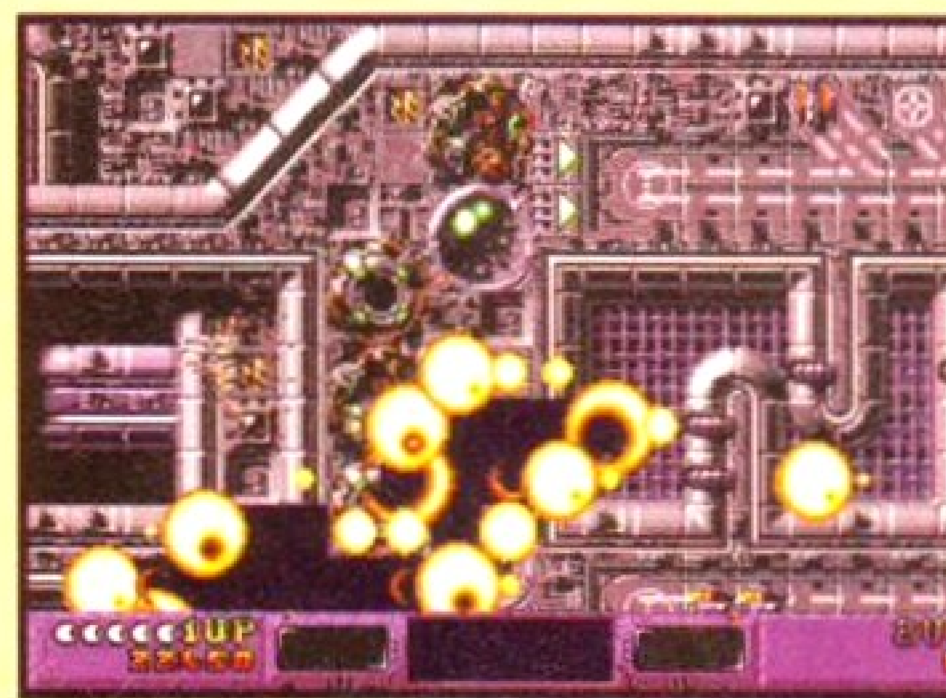




A twist, a roll, a smile and streams of laser death. That's what the new 1993 Manta offers waves of enemy ships. Contact your local dealer for an information pack.

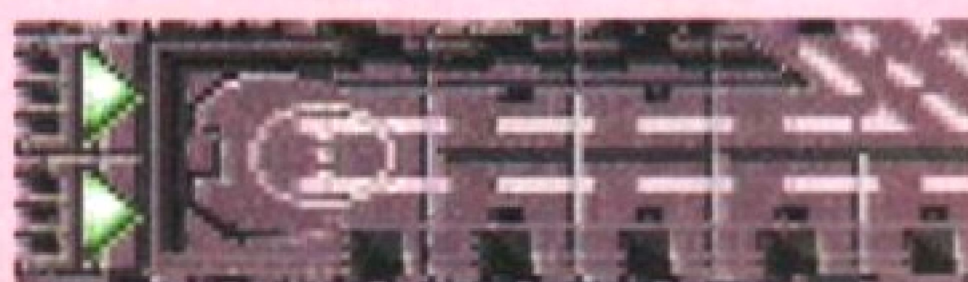


In a true test of your manual dexterity, a Uridimine chases you across the deck of the dreadnought. Keep rolling and turning to shake the little beggar.



This is what it's all about. Once the level is completed, you can watch the enemy break up in a wash of cleansing flame. Ha--ha-hee-hee-har! Oh. Sorry.

**LANDING STRIP**

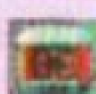


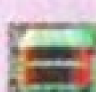
When you hear the 'Land Now' signal, you need to find the landing strip. The arrows will be glowing green to indicate that you can land. Fly over the landing strip in the direction of the arrows, with your manta flat. You will then land on the strip and can launch your attack on the engine core.

## ... AND PICK THESE UP


BOMBS – Switches to bombs for a strafing deck attack.


CHASER – A deadly drone that ambushes any close targets (limited supply).


CYCLONE – A spiralling series of laser strands.


IONISER – The classic mega-powerful Defender-type 'toothpaste' weapon.

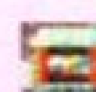

LASER – Gives you twin laser streams.


MANTA – Adds an extra life


PLASMA – Shoots two streams of ring lasers.

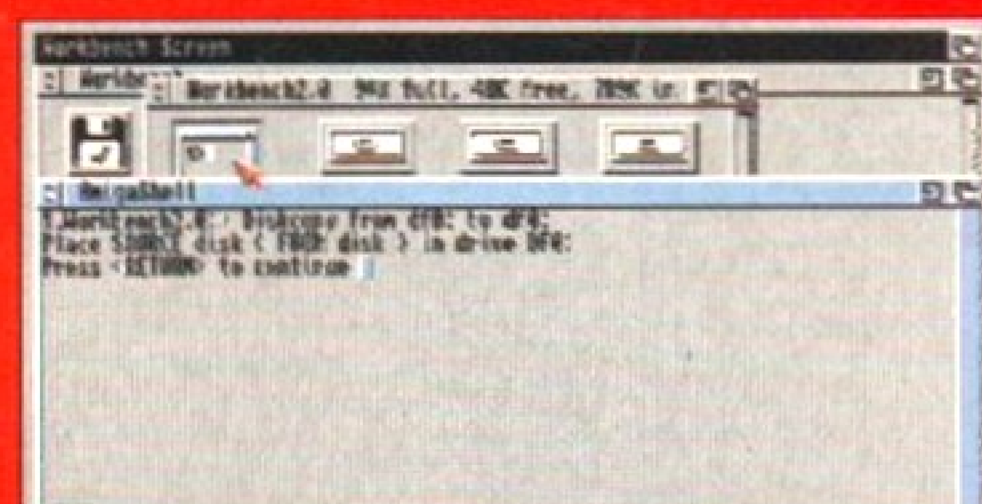

SCATTER – Fires laser bolts in all directions.


SHIELD – Temporarily surrounds the Manta with an impenetrable energy field.


TORPEDO – Similar to a bomb, but is more powerful, can be aimed at specific targets.


VICTORY POINTS – Cause the 'Land now' signal to be sent quicker.

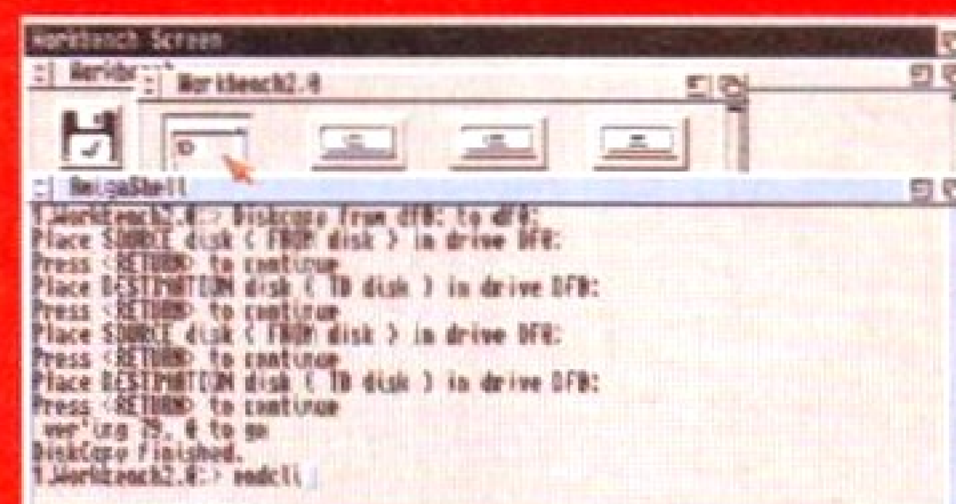

X2 – Doubles and score earned until the end of the level.



**3** The Amiga will now ask you to insert the 'source' disk. It means the disk you want to copy, so put the Coverdisk in the drive and press the Return key.



**4** Wait for a while and it will read all the information off the Coverdisk, telling you how far it has got. Then it will ask you to insert the 'Destination' disk. Put the disk you want to copy your Coverdisk on to, in the drive and press the Return key. Note that the disk does not need to be formatted already.



**5** Put the source disk and destination disk in a couple more times when the Amiga asks for them. When it says "Diskcopy Finished" just type in:
endcli
to get out of the Shell or CLI. You may have to put the Workbench disk in again. Now your copy is ready!




**IMPORTANT – PLEASE NOTE**

***NOP = will not work on A500 Plus, A600 or A1200.***
***NO12 = will not work on the A1200.***
***1 MEG = requires at least 1 meg of RAM to run.***
***• = NEW Item***

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# COLUMN dave ROBERTS

**THE RECENT BROOHAHA** over games pricing focused on cartridges. Press and parents railed at the scandalous pricing of £40-£75 games. Sega and Nintendo carried on selling millions of games to the generation that common sense forgot.

Meanwhile, in cuddly home computer land, publishers knock out games at around £30 and sell less each month. Already the trade is talking about price cuts being needed on Amiga software if it is not to go down the toilet. Users need to keep their Amigas active. The machine's main weapon against consoles is its versatility, but if games-playing remains a part of its appeal, so much the better. At the moment, all the 'must have' games are on Sega or Nintendo machines. Not the best games necessarily, but the biggest, even though some such as *Streetfighter 2* do filter through to the Amiga eventually.

**ON THE WHOLE,** however, this is not a battleground where Amiga games can feel comfortable – *Zool* versus *Sonic*? They've stopped taking bets. So, the Amiga market must concentrate on quality and value. Some of the best programmers in the world still write some of the most original games on offer specifically for the Amiga. That's quality taken care of.

But value? Well £30 is a tad pricey. It's not that much less than cartridge games as Nintendo has a new average price point of £39.99 and Sega has stepped up its commitment to 'budget' carts at under £20. Should Amiga publishers respond? Would lower prices revitalise the marketplace? Krisalis boss Tony Kavanagh says: "It's a dead issue". The Amiga floppy games market is, he insists, beyond saving. And this from a man enjoying a hit with *Soccer Kid*. "If we'd just relied on Amiga sales, we wouldn't have made any money." This is because despite there being a total Amiga installed base of four million, sales of 50,000 of an Amiga game is exceptional, 10,000 constitutes a very big hit and 5,000 is acceptable. Kavanagh believes that "90 per cent of Amiga owners in the UK have *Soccer Kid* – and about one per cent paid for it over the counter".

**AND THERE'S THE** problem; piracy. Lower prices might help combat piracy, but they can't be risked... because of piracy. Publishers might sell more at £14.99 or £9.99, but they would certainly lose a whole lot more if sales didn't pick up.

And anyway, just how low can they drop prices? Whatever the price, it's going to be more than nothing. Publishers generally believe piracy is so ingrained in the Amiga culture that price drops would be pointless. They support the Amiga as a base platform, a good technology they are comfortable with. The games they design can then be licensed on to more lucrative areas. If they were selling at a price that meant losing money on the Amiga version, they may look at other base platforms. Reductions may also see Amiga software disappear from High Street chains as lower prices lead to slimmer margins. The machine then becomes marginalised and dies in a graveyard 'niche market'. There is, it seems, little that can save the Amiga floppy games market. The hope for lower prices lies with $CD^{32}$.

**MOST $CD^{32}$ GAMES** will be priced at £29.99, but because the format is virtually pirate proof, publishers will be able to confidently lower prices if the installed base picks up. A price of £19.99 could emerge within the first year and £14.99 may be possible in year two. Commodore have already said the royalty publishers pay on each sale will be halved if the game retails at under £15. The more machines Commodore sell, the more units software publishers will sell and the lower the price they can charge. It sounds simple, but it's new to the Amiga world – every year there have been more Amigas on the market, but sales of software are nosediving. Piracy is to blame and, as Kavanagh puts it: "Amiga owners are their own worst enemies. They alone are maintaining the £29.99 price point".

The only chance of seeing a significant reduction in the price of software is if Commodore make a genuine mass market success of their next generation machine. Once again the spotlight, and the future of the Amiga market, is on the $CD^{32}$.

THE OPINIONS EXPRESSED HERE ARE NOT NECESSARILY THOSE OF AMIGA FORMAT

# CDs: WHEN WILL THE PRICE BE RIGHT?




£29.99 is too much for an Amiga CD game, yet can – or will – publishers cut profits to see $CD^{32}$ succeed?

**THE PRICE OF** games has always been a contentious issue, with software publishers and the industry as a whole blaming high figures on piracy and production costs. Without doubt, they have a case.

However, along with the launch of Commodore's new console machine comes a new format for games – Compact Discs – promising a reduction in both of the offending factors. Yet from the games so far released for the Amiga $CD^{32}$, we can see no reflection of this – in fact, the average price of an Amiga game has risen from £25.99 on floppy disk to £29.99 on CD.

To keep the Amiga market alive and active everyone agrees software must be more affordable, so why do the softies seem to be shooting themselves in the feet?

> "We're approaching $CD^{32}$ with caution... once the market is bigger we should be able to bring prices down."

Simon Alty from Ocean says the issue isn't that straightforward. "We're simply testing the water at the moment," he explains. "CDs are a new market and we don't know what all our production costs are yet, so we're treating CDs the same as floppies. Once $CD^{32}$ has fully established its own market – perhaps around this time next year – then we should see a massive levelling out on the prices of CDs".

The Ocean argument is understandable, but using $CD^{32}$ to cash in on big film licences, such as *Jurassic Park* seems unfair.

"With film licences Ocean have to pay for each format the game goes on, so just because it is already on floppy, it doesn't mean that we don't pay again. Developing a CD game also means you have a 20-man team instead of the usual four, so production costs are much higher."

The pricing dilemma doesn't stop there – many publishers are putting games on CD which are A1200 ports, and they are still charging £29.99 for them. According to Karl Fitzhugh of Mindscape this is due to expected volume of sales.

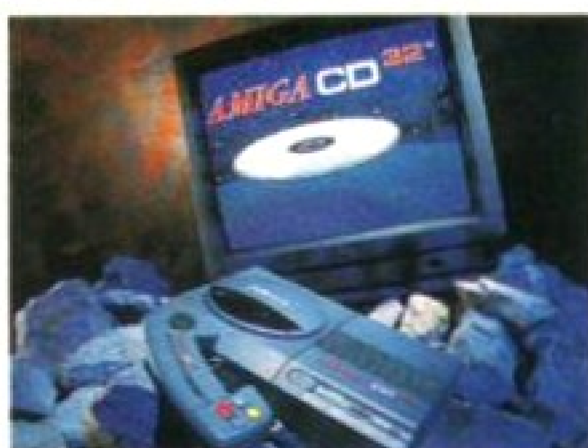
"We're approaching $CD^{32}$ with caution," he says. "Producing say 50,000 copies of a game on floppy disk, you can bring the price down, but with CDs, the volume is much less, so the unit price has to be higher. Once the market is bigger we should be able to bring prices down – our PC CD-ROM products have been reduced from £50 to £19.99, and eventually we hope to do the same with $CD^{32}$ products."

A ray of hope on the pricing front, however, is offered by Team 17 who have just launched their first $CD^{32}$ products – *F17, Project X, Alien Breed and QWAK* – at £14.99. "We've achieved this price because these games are ports," says Team 17's Martyn Brown. "We won't bring out any true CD games until after Christmas – we have to finish our A1200 stuff first. But we wanted to get some games out there to show support for the platform.

"Once we produce true $CD^{32}$ games, the price will have to go up, but it will be under £30. Development costs for one CD are only around the same as a four-disk game, and I would like to see prices at around £19.99 – hopefully it will be soon."

So publishers are relying on Commodore's console to establish a strong market before they reduce their prices, yet Commodore need as many good, affordable games out on CD for its baby to succeed. The likes of Ocean, Mindscape and Team 17 have confidence in the format, but unless that is reflected in them actively supporting it by reducing prices, the success of $CD^{32}$ is, as Martyn Brown of Team 17 puts it: "In the laps of the gods."

## CD32 GOOD TO BE TRUE?


CD32 ready to expand? Indi says they've got the gear for it.

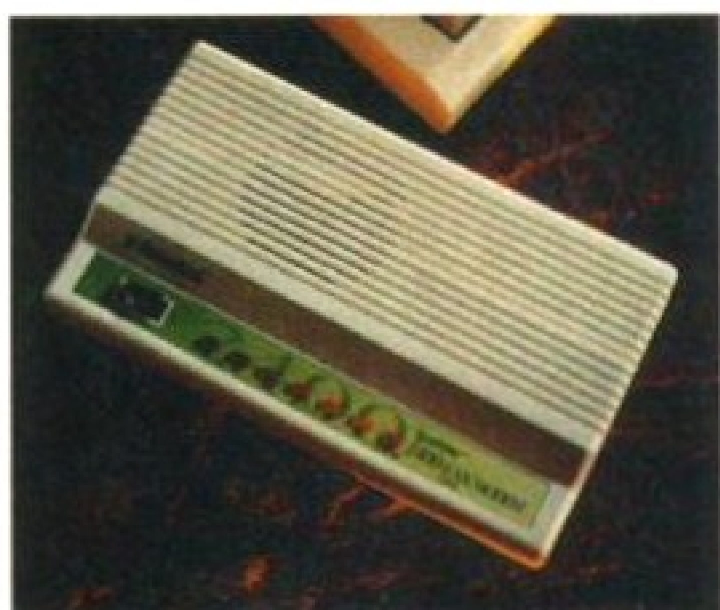
**Despite denials from Microbotics that the product is not finalised yet, mail order firm Indi are touting their new CD32 Expansion Board. The unit is said to have serial and parallel ports, a floppy drive port, support for an IDE drive and RAM expansion and a port for the MPEG unit.**

**Microbotics confirmed they were working on such a unit, but said that specifications and price were far from final. Despite this Indi have announced a £139.99 price for the item. Call Indi on 0543 41999 for details.**

# US ROBOTICS GET SLOWER AND CHEAPER

We have made no secret of our love of the US Robotics Sportster modem. We use one in the office. Now it has a younger brother.

The Sportster Quad is a 2400 bps fax modem. The baby Sportster is Hayes compatible, BABT approved, has a five year warranty and looks just as much like Stylophone as its big brother.


New arrival – The Sportster Quad – has its big brother's reputation to live up to.

## ACID ADD EASY TOUCH TO PROGRAMMING

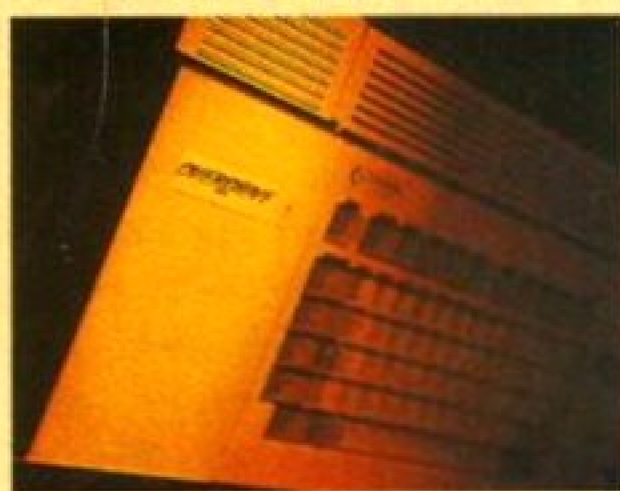

New commands will make life easier for Blitz Basic programmers.

**Acid Software, authors of *Blitz Basic 2*, have added 50 new commands to the language, which was featured on *AF*52's Coverdisk. These will be supplied to registered users with issue five of the gorgeously named *BUM* (Blitz User Magazine).**

**The new commands include support for the ASL library on Workbench 2 and above, which follow Commodore guidelines. Using them makes creating applications that use file, font and screen requesters easier, since much of the coding is already written in the ASL library. Support for the AGA chipset is also improved, with support for 24-bit palette and the 64-pixel wide sprites. The new commands also allow you to utilise the BitPlane DMA to 4X fetch mode, which speeds up the process of copying data in chip RAM four times faster.**

**Acid are also developing a combined hardware/software device which will allow a CD32 to access a partition on another Amiga's hard disk through the Keyboard/Serial port. They will also be adding commands to *Blitz Basic* which will use CD32's new features, such as the controller and the chunky to bitplane conversion chip. Acid's first CD release should be out by Christmas, and will contain all *Blitz Basic* PD games released so far, as well as an enhanced version of the racing game *Skidmarks*. Contact Acid on 071-482 4066.**

## OVERDRIVE: AN AMIGA FIRST



**It looks like many other hard drivers, but the Overdrive from Software Demon is the Amiga's first PCMCIA hard drive.**

**Those champions of the bargain hard drive, Software Demon, have made an Amiga first. The new Overdrive range of hard drives are the first to use the PCMCIA port on the left of the A600 and 1200 models. The unit comes in two models, one which accepts 2.5-inch IDE drives and one which takes the bigger, and cheaper 3.5-inch units. Software Demon: 0738 331039.**

# WARNING: FES ALMOST HERE




**THE COUNTDOWN TO** The Future Entertainment Show has begun. Before you know it, it will be 11 November and the Grand Hall at Olympia, London, will be packed for four days with all the people and products from the Amiga World.

Not only will the show have the world's biggest games arena, not only will its exhibitors be the best software, hardware and games manufacturers and distributors, and not only will it have special events taking place on each and every day, but there will be masses of competitions you can enter with huge prizes up for grabs.

The FES games arcade will span a massive 1,000 square metres with games playing stations for you to try your hand at all the latest games from people like Domark, Gremlin, Electronic Arts, Mindscape, On-Line Entertainment and Virgin.

> "The FES games arcade will span a massive 1,000 square metres with games running from all the top software publishers..."

And if you think you're adept at joystick waggling, then there will be plenty of challenges giving you the chance to prove yourself. The Grand Final of Future's National Championships will be hosted by Virgin, with the supreme champion carrying off £10,000, and the runner-up £4,000 in cash. And 21st Century Entertainment will be running an Amiga CD32 *Pinball Fantasies* competition with the winner (and guest) flying over to the CES in Chicago.

You will also be able to jump aboard some of the most exciting rides around, from the latest dodgems and LaserForce, to Typhoon – the only ride of its kind in the country – which spins at 100mph hour with the same force as a rocket taking off!

Now if that all doesn't sound special enough, each and every day at the show will have extra events taking place. On the opening day, Thursday 11th, Channel Four's cult television show *GamesMaster* is to go on air live from the show, marking the first time a TV show has ever been broadcast in its entirety from a computer-related exhibition. Radio One DJ Simon Mayo will also be broadcasting live from the show for most of Thursday morning, and the Radio One Roadshow will there with host Neale James of Rock File fame, for all four days.

Friday won't disappoint visitors either, because you get an extra bonus – 20,000 tickets for the Disney film *Aladdin* will be given to ticket holders for this day, with the film being shown all over the country two weeks before its general release.

Lastly, if you want to see Marcus Dyson, the editor of your favourite magazine get covered in cack in the Gunge Plunge tank sponsored by the NSPCC, then come along and vote him in as Future Publishing's magazine editor who most deserves to get dunked! Look forward to seeing you there.

For Thursday 11th and Friday 12th only, there will be a limited number of tickets at the door, but to avoid disappointment we recommend you buy tickets in advanced. Prices are £6.95 or £24.95 for a group of four and can be obtained by ringing this hotline number:

**051-356 5085**



All the hottest and latest gear for your Amiga can be found at The Future Entertainment Show on 11-14th November. Don't dare to miss it!

# NEWS brief

## OPAL UPDATE

Glasgow's 24-bit Club have now got stocks of the *OpalVision V2.0* software. All registered *OpalVision* users can get the upgrade for free by supplying the club with nine blank disks and the cost of the return postage.

If you don't have nine spare disks a pre-packaged software upgrade is available for a mere £15. You must include your *OpalVision* serial number when you place your order.

Contact the 24-bit Club, *OpalVision* Software Update, 6 Skirsa Square, Floor 1, Glasgow G23 5DW.

## MORE FROM 24

Users of this month's *Imagine* Coverdisk would be well advised to contact the 24-Bit club, (see address above, but miss the *OpalVision* bit out). The club has a large number of objects and textures ideal for 3D users, which are available on their 3D PD disks for £3.50. Annual subscription to the club is £20 and members get the disks for free.

## DRIVING FAST

Quantum, one of the biggest names in hard drives, have released an Amiga version of their IDE drives for the A1200 and A600.

The Quantum Rocket 2.5-inch is allegedly the fastest IDE drive available. If you want to put the claims to the test contact Siren Software by calling 061-724 7572.

## ADORING TOO

Multimedia presentation package *Adorage* which was demoed on the *Amiga Format* 48 Coverdisk, is now available in a new version.

*Adorage 2.0* can use up to 256 colours, has a redesigned user interface, and optimised routines for quicker rendering on faster processors. To upgrade, or buy *Adorage 2* give MicroPACE a call on 0753 551888.

## FAKE VIRUS KILLERS

Two fake versions of the popular Virus program *VirusZ* are circulating in the Public Domain. The rogue programs are version 3.12 and 3.16 but it's not yet clear exactly what they do. Whatever it is, it's likely to be highly unpleasant, so avoid these versions at all costs.

A new version (6.31) of *Virus Killer* is now widely available, but this contains a serious bug which causes it to think that files compressed using the *PowerPacker* program are infected with the Crime virus.

Anybody who is using *Virus Checker* version 6.31 should immediately upgrade to version 6.32, which has had this bug fixed.

# COMMODORE'S

**Commodore UK boss exclusively reveals a four-point plan to introduce new machines by the end of the year, and introduce even more powerful Amigas.**

**AMIGA FORMAT CAN** exclusively reveal that Commodore are to hit the rest of the computer and console manufacturers out of the park with not one, not two, not three, but FOUR stunning Amiga announcements!

In an exclusive interview with Commodore UK's managing director, David Pleasance (printed in full in the ***Amiga Format*** Annual) it was revealed that the following changes will be made to the Amiga line up:

1) The Full-Motion Video board for the SegTendo-smashing Amiga $CD^{32}$ could be in the shops in November. "I'm getting the unit at the end of October so it will be in the shops in November," says Pleasance. "I'm looking to sell the FMV module on its own, probably at £229.99, and then offer $CD^{32}$ with the module installed at a £30 saving."

2) CD-ROM drives for the A1200 and A4000 are now ready and could be with us before Christmas! Pleasance is looking at a price of £269 for the A1200 version, with the A4000 price still to be announced.

3) On the more immediate side, and for all those people who are dying to get their hands on some meaty 040 processing power, Pleasance had a bombshell announcement (to demolish the Macintosh

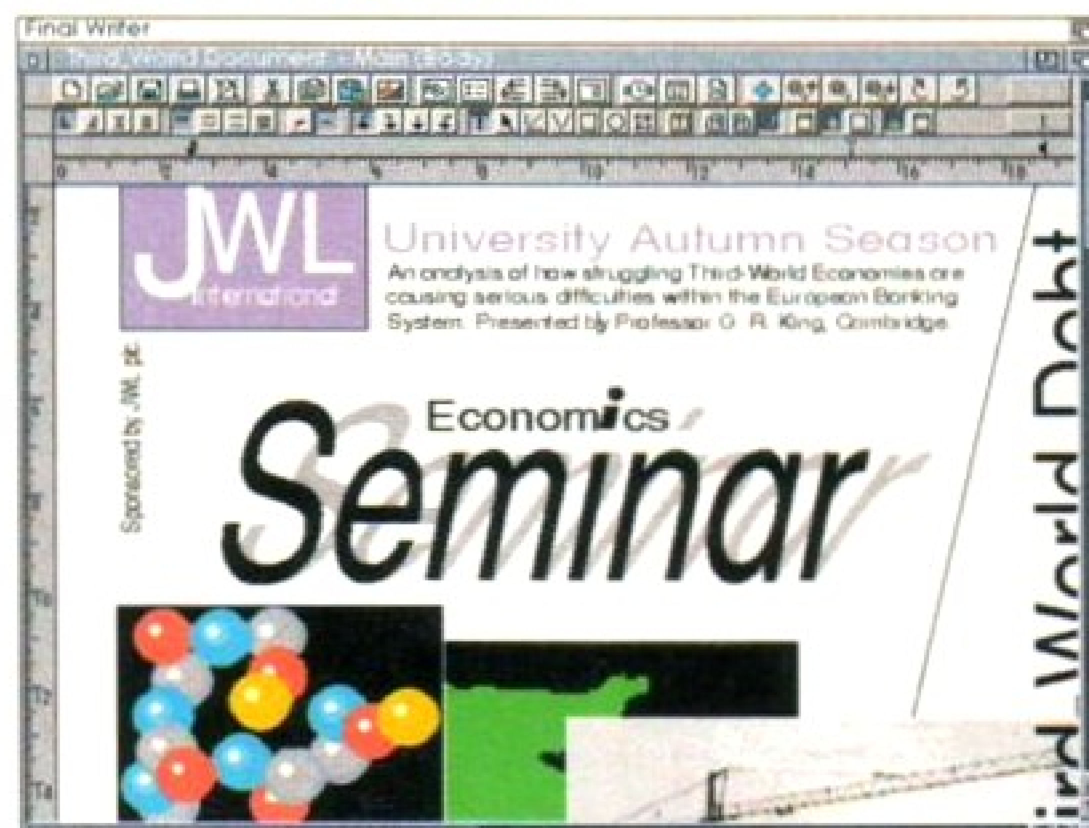


Changes in the Amiga range are on the way according to Commodore UK managing director David Pleasance in an exclusive interview with *Amiga Format*.

## IS THIS PACKAGE THE FINAL WORD?

The release of *Final Writer*, a new high-end word processor, looks likely to lessen the gap between word processor and DTP packages even further. *Final Writer* is designed as a high-end companion to Softwood's *Final Copy II* program, which was awarded 84 per cent in issue 42, and boasts a wide range of new features.

Among these are automatic bibliography and index generation, Document outlining, fast search and replace, and the ability to use both Compugraphic and Postscript fonts on any printer. More than 100 Postscript typefaces are included with the program. Graphics handling has also been improved, with the ability to import and display IFF and Encapsulated Postscript images. Images can be rotated to any angle, and scaled with no loss of resolution. *Final Writer* will cost £129.99. Contact Softwood on 0773 836781 for further information.




*Final Writer* is a word processor that pushes further into the territory once occupied by DTP programs.

# CRAFT LANDING

**New for AMOS programmers is *Craft* from Black Legend Software. Designed for use with both classic and Pro versions of AMOS, *Craft* adds over 160 new commands to the AMOS instruction set. Among its features are the ability to generate both Julia and Mandelbrot fractal graphics. *Craft* also adds a number of new requesters to AMOS including a very handy *DPaint*-like colour requester (ideal if you're writing a paint program in AMOS). For those of you without AMOS Pro, *Craft* fully supports *NoiseTracker* and *SoundTracker* 'Mod" files which can be played under interrupt. Other features on offer are improved directory handling, memory dumping, Logo-like turtle graphics and direct access to the Amiga's operating system. We'll have a demo and full review next month, but if you can't wait to get your hands on this AMOS extension, use this coupon...**




## GET £6 OFF CRAFT

**Because we know many of our readers will be keen to get their hands on *Craft*, we've arranged a special deal with Black Legend to save you a huge**

# £6

**If you want *Craft* for a mere £19.99 (+£1 p&p), instead of the normal £25.99 retail price, just send this coupon and a Cheque, Postal Order or Credit Card for £20.99 to:**

**AMIGA FORMAT CRAFT OFFER,**
**20 Guildford Road,**
**St. Albans,**
**Hertfordshire AL1 5JY.**

# QUADRUPLE WHAMMY!

citadel) about the A4000/40: "We are bringing out a lower cost 040. I haven't been given the lower price, but I suspect that it may represent a cut of $100-150. There are some specification changes but these are not likely to be enormous."

It seems probable that the cheaper A4000/40 will be an EC version, which is basically an 040 without MMU. Because most people don't use MMU this should not be a major drawback. Although we can't confirm a date, it is possible that the machine will be available before Christmas.

> " All of this news reflects Commodore's massive commitment to supporting both the AGA machines and CD32. "

4) Possibly the most important news for Amiga owners globally is that the 64-bit, RISC-based machines are, according to Pleasance: "...12 months, or maybe less, away. Essentially it will be Windows NT, and DOS-compatible through Windows NT. Compatibility elements are primarily aimed at the Pentium and 586, but I understand that it will out perform the Pentium by five times".

The more immediate effect of this news is that the AAA chipset is now ready for Beta Testing having recently passed its first Silicon test stage. Says Pleasance: "It will perform 10 times better than the AGA does. And it will also have 3D image rendering built into the hardware." All of this news reflects the massive commitment of Commodore to supporting both the AGA-based machines and the CD32.

For the full David Pleasance interview packed with many more revelations about the future for Commodore and the Amiga, make sure that you get your copy of The *Amiga Format* Annual on sale Thursday November 11.

## VATMAN STRIKES AT MAGAZINES

Fears in the industry are growing that the Chancellor of the Exchequer, Kenneth Clarke, is intending to impose Value Added Tax on magazines at the full whack of 17.5 per cent.

If the Chancellor announces the introduction of VAT in the November Budget many magazines will close (not this one), and cover prices are almost certain to rise. We regard the planned imposition of VAT by the Chancellor (or that Tory git in the suede shoes, as we've taken to calling him) as a particularly misguided step.

Therefore we urge *Amiga Format* readers to write to The Right Hon Kenneth Clarke MP at the House of Commons, Westminster, London and complain at this misguided tax. We don't want to pass the VAT on to readers through an increase in cover price, but, unfortunately, there would be no alternative.

## XCAD CHRISTMAS CHEER



Get in the picture with *XCad* price cuts.

If you want to get your hands on one of the best *XCad* packages for the Amiga at a bargain price, it's your lucky day. *XCad 2000* takes a Christmas price plunge from £129 to £79, and the £329 *XCad 3000* falls to £249. Users of *XCad 3D* and *XCad 2000* can upgrade to *XCad 3000* for a mere £125. Call Digital Multimedia on 081-977 1105.

## CALIGARI SLASH PRICES

**The powerful *Caligari 24* 3D package (reviewed last issue) has taken a huge cut in price and plummeted from £299 to just £99.**

**The price drop moves *Caligari 24* into direct competition with programs such as *Real 3D*, which comes in both a cut-down budget version and as a £399 advanced package. There is also a super powerful Broadcast version of *Caligari*, which is now selling at £399.**

**Contact Meridian on 081 543 3500 for further details.**



You can produce results like these with *Caligari 24* which will now cost you just £99.

## This Month's TOP 30




| Position | Title / Publisher | Score |
|---|---|---|
| 1 (6)▲ | **Championship Manager 93** Domark | 82% |
| 2 (1)▼ | **Syndicate** Electronic Arts | FG 91% |
| 3 (-)Re | **Project X** Team 17 | FG 90% |
| 4 (-)Re | **Alien Breed: Special Ed 92** Team 17 | 87% |
| 5 (-)New | **F17 Challenge** Team 17 | 8/10 |
| 6 (12)▼ | **Premier Manager** Gremlin | 87% |
| 7 (-)New | **Dogfight** Microprose | 81% |
| 8 (7)▼ | **Sensible Soccer 92/93** Renegade | 80% |
| 9 (2)▼ | **Gunship 2000** Microprose | FG 94% |
| 10 (-)New | **Soccer Kid** Krisalis | FG 93% |
| 11 (4)▼ | **Goal!** Virgin | 88% |
| 12 (9)▼ | **Flashback** US Gold | FG 93% |
| 13 (-)Re | **First Division Manager** Codemasters | 66% |
| 14 (-)New | **Overdrive** Team 17 | 74% |
| 15 (-)New | **Space Hulk** Electronic Arts | 77% |
| 16 (5)▼ | **Graham Gooch Cricket** Audiogenic | 78% |
| 17 (-)Re | **Trivial Pursuit** Ocean/Hit Squad | 65% |
| 18 (10)▼ | **F1 Grand Prix** Microprose | FG 92% |
| 19 (3)▼ | **Dune 2** Virgin | FG 90% |
| 20 (11)▼ | **Body Blows** Team 17 | 87% |
| 21 (8)▼ | **Desert Strike** Electronic Arts | 87% |
| 22 (-)Re | **Pirates!** US Gold/Kixx XL | 70% |
| 23 (-)Re | **Dizzy: Prince of the Yolkfolk** Codemasters | 81% |
| 24 (18)▼ | **A-Train** Ocean | 84% |
| 25 (-)Re | **Manchester United Europe** Krisalis/Buzz | 74% |
| 26 (-)New | **Combat Air Patrol** Psygnosis | FG 94% |
| 27 (-)New | **Qwak** Team 17 | 85% |
| 28 (-)Re | **Populous and Prom Lands** Ocean/Hit Squad | 89% |
| 29 (15)▼ | **Space Legends** Empire | FG 91 |
| 30 (-)Re | **James Pond** Gremlin/GBH | FG 90% |

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5. Be safe in the knowledge that Computer world have supplied countless packs through the year.




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THESE PACKS ARE OFFICIAL DESKTOP DYNAMITE PACKS with built-in hard drives and backed by an official full 1 years on-site warranty with ICL, one of the UK's leading computer maintainance contractors!

PACK INCLUDES: A1200 • Wordworth V2.2 (AGA) Amiga Format Gold • Deluxe Paint 4 (AGA) Oscar (AGA) • DENNIS (AGA) • and Digitas's print manager.

ICL

- Base Pack .......... £339.99
- 64Mb HD .......... £489.99
- 85Mb HD .......... £537.99
- 127Mb HD .......... £564.99
- 209Mb HD .......... £629.99

## AMIGA'S

A1200 Summerpack ........ NEW! £289.99
Inc. A1200 Nigel Mansell & Trolls!

**A 600 THE WILD, THE WEIRD & THE WICKED**
1 Mb A 600 as standard and includes the excellent value Software titles: Deluxe Paint III • Formula One Grand Prix • Putty • Pushover.
CW BARGAIN PRICE ..... **£194.99**

**A 1200 ACCESSORIES**
- CW A1200 real-time clock ........ REDUCED! £13.99 — incl. 1 yr warranty & rechargable battery
- CW A1200 600 HD prep disk .......... £3.99
- Control Centre (inc. FREE cables) .......... £36.99
- Dust Covers .......... £5.99
- Multi-Sync Monitor adaptor cable .......... £12.99

## AMIGA CD32

NEW

**CBM's salvation?? - The worlds first 32-Bit CD games system has been released and is sending shock waves through the industry!!** Based on the 68020 Processor and sharing the same chip set as Commodore's Flagship, the A1200, it looks set to become a major force within the home computing environment.

**FEATURES INCLUDE:** A4 size footprint, 2Mb 32-bit graphics, 128K flash memory (storing high scores), Includes Diggers & Oscar built-in 'workbench, Plays audio CD's. 77 titles anticipated before Christmas '93

CW PRICE £289.99

- James Pond-RoboCod .......... £26.99 — Including 7 CD soundtracks and a 6 minute introduction.
- Now that's what I call games... NEW! £17.99 — 100 great games on CD.
- Pinball Fantasies .......... NEW! £29.99
- A570 CD-ROM Fred Fish Disks (1/660) and Hutchinson's Encylopedia .......... £99.99
- Pandora's CD - Over 500 Mb of Sound, Clip Art and Animation on one feature packed CD! .......... £4.99

## A1200-HD UPGRADE PACKS

COMPUTER WORLD are now offering a FREE fitting service in store for Hard Drives to the A1200/A600 Ask for Steve or Chris. **This Service is available seven days a week. Add £20 for additional warranty (only available from date of original purchase if proof of purchase is supplied). This service has already proved popular with hundreds of COMPUTER WORLD customers.**

**DON'T DELAY - VISIT TODAY!**

All 2.5" IDE Hard disks offer ultra fast access time and are supplied from leading manufacturers such as Western Digital/Seagate. Pack also includes cable screws and software. 1 year warranty on all models!!

- 30Mb pack .. £99.99 60Mb pack .. £169.99
- 85Mb pack .......... £194.99
- 120Mb pack .......... REDUCED! £209.99

A1200 - PCMCIA FAST RAM EXPANSION
2Mb .......... £114.99 4Mb .......... £169.99

## AMIGA 4000

**This has got to be the greatest development to the Amiga since its conception in 1985.** The 4000-030's are packed full of features and truly represent a milestone in design and value for money from C.B.M.

**WHAT YOU GET!** FEATURES:

STAR BUY

68030ec processor • 25Mhz clock speed • Optional chip and fast RAM configurations (expandable to 16 Mb on mother board, 2 gigabyte max • 9 interfaces • 4-16/32 bit Zorro III expansion slots • 80/120 hard disk and lots more!!

**WHAT YOU PAY**

*Due to the varying specification of products being shipped by Commodore in terms of chip and fast memory and in conjunction with the massive increase in prices of additional memory, we can only ask you to.*

**CALL AMIGA SALES FOR BEST PRICES!!**

- **MASSIVE PRICE CUTS ON ALL 4000's**
- **PRICES TOO HOT TO PRINT!**
- **REMEMBER, ALL PRICES INCLUDE NEXT WORKING DAY DELIVERY**

**A4000-030** with 80/120 HD options

| | Chip RAM | Fast RAM | |
|---|---|---|---|
| A4000-030 80Mb | 1 | 1 | £CALL |
| A4000-030 80Mb | 2 | 0 | £CALL |
| A4000-030 80Mb | 1 | 0 | £CALL |
| A4000-030 80Mb | 2 | 4 | £CALL |
| A4000-030 120Mb | 2 | 2 | £CALL |

TOO HOT TO PRINT

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**NEED EXTRA FAST RAM?**

NOW AVAILABLE! 32-Bit Memory Modules
1 Mb .. £POA 4 Mb .. £POA 8 Mb .. £POA
FPU's 25 Mhz/50 Mhz .......... £POA

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**All memory prices have gone up in price - call AMIGA SALES for the best deals!**

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GVP IMPACT SERIES II Hard Drives, the fastest Hard Drive/Controller for the Amiga. Features Game Switch, external SCSI port, FAAASTROM SCSI Driver, GVP's custom VLSI chip and internal RAM expansion up to 8 meg! Units use high specification fast-access QUANTUM Hard Drives coming with 2 yr. guarantee.

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- A500-HD8+ 80 Mb ... REDUCED! £294.99
- A500-HD8+ 120 Mb ... REDUCED! £389.99
- A500-HD8+ 213 Mb ... REDUCED! £564.99
- A500-HD8 controller only .......... £179.99

**1500/2000**
- Series II Hard Disk Controller/RAM card .. £122.99
- Series II 42 Mb Hard Disk and RAM card .. £284.99
- Series II 80 Mb Hard Disk and RAM card .. £329.99
- Series II 120 Mb Hard Disk and RAM card .. £406.99
- Series II 213 Mb Hard Disk and RAM card .. £544.99

**BOOST YOUR AMIGA'S PERFORMANCE WITH EXTRA MEMORY - £49.99 PER Mb**

## A1200 ACCELERATORS

**The Microbotics M1230XA is available in a 40Mhz version & a 50 Mhz inc memory management unit.** This peripheral can expand up to 128 Mb of FAST 32-bit memory. Existing MBX users can transfer their current memory and fpu and includes real-time clock.

- M1230XA 40 Mhz 0Mb ... REDUCED! £239.99
- M1230XA 40 Mhz 2Mb ... REDUCED! £319.99
- M1230XA 40 Mhz 4Mb ... REDUCED! £421.99
- M1230XA 50 Mhz 0Mb ... REDUCED! £336.99
- M1230XA mmu 50 Mhz 2Mb .......... £424.99
- M1230XA mmu 50 Mhz 4Mb .......... £524.99

## GVP A1200 ACCELERATORS

**GVP A1230 ACCELERATOR**

**THIS TOP SELLING** 68030ec-accelerator chip, running at a blistering 40 Mhz with an optional 40MHz fpu (68882) and memory configurations of up to 32 Mb is simply awesome and it's on demo in our **LEEDS SUPER STORE!**

- 0 Mb, no fpu .......... £239.99
- 4 Mb, no fpu .......... £379.99
- 4 Mb, 68882 fpu .......... £479.99

## ACCELERATOR-HARD DRIVES

**500/500+**

GVP Combination Accelerators & Hard Drives-The ultimate expansion product for the Amiga 500!

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- A530 Combi 40MHz+213Mb REDUCED! £679.99
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**1500/2000**
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- GVP G-Force 030-40MHz + 4Mb .......... £757.99
- GVP G-Force 030-50MHz + 4Mb .......... £1136.99
- GVP G-Force 040-33MHz + 4Mb .......... £1419.99

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|---|---|---|
| 20 Mhz 68881 | £39.99 | £39.99 |
| 33 Mhz 68882 | £76.99 | £67.99 |
| 40 Mhz 68882 | £94.95 | £94.99 |
| 50 Mhz 68882 | N/A | £132.99 |

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GVP were founded in 1987, back when the Amiga was still in its youth, and have gone on to build a manufacturing empire that now spans the globe. They have produced some of the most popular peripherals for the Amiga, and some of the most technologically advanced hardware.

The president of the company, Gerard Bucas, worked for four years at Commodore, rising to become Vice President of Technology before leaving to found Great Valley Products.







GVP are justifiably proud of the A1230 accelerator. Soon it will be updated by the A1230 Turbo+, which Gerard Bucas says, will be the best possible A1200 accelerator.



"For us the future is with the Amiga," says Gerard Bucas, president of Great Valley Products.

# *Into the* VALLEY

**When it comes to third party manufacturers, the biggest player in the game is Great Valley Products. Nick Veitch cornered Gerard Bucas,the company's president, in a west London hotel.**

**AF: I suppose a key question of the moment is that most developers have, to a certain extent, turned their back on the A500 and are concentrating on A1200 products. Do you have any plans for new A500 peripherals?**

No. I think our problem with a device like the A530 is that we have nowhere left to go. That product is just too good to be improved upon, so it can be difficult to develop further peripherals.

**AF: How is it that you can produce high-quality units like the HD8 hard drive and sell them so cheaply? I believe the current price is £199.**

Simply by losing money at the moment. I suppose it's nice for the users.

**AF: GVP has a reputation for producing mid-range and high-end hardware for the Amiga. Recently you have started producing software too, such as *Cinemorph* and *ImageFX*. Why this sudden move into software?**



The A530 hard drive and accelerator is one of the products on which GVP built their considerable reputation.

Well, this isn't a sudden move, GVP have always developed top-quality software, but it has always been tied in with hardware to an extent. Don't forget that every GVP hard drive comes with *Prep* and *Install* software. In fact, before GVP came up with the software for the HD8 there was nothing like it available on the market.

Before that, when a customer bought a drive, they would have to prep and partition it, reboot the machine and format it. It was really too complicated for users who didn't know how a hard drive worked. We put all that together in one piece of software that was easy enough to use, and now you see that this has been copied.

**AF: But until recently you haven't produced stand alone software, it has all been tied to peripherals.**

Yes, that is true. We tended to produce complete systems, software and hardware. But now we have proved that we can produce quality software. When we launched *ImageFX* people said that we could never take on that market, that *ADPro* was too strong, but we have proved that we can do it.

**AF: One thing that has always puzzled me, and probably a lot of other people is where the name Great Valley Products comes from.**

When we first started we were very near an er... what you would call an industrial park. It was called the Great Valley Business Centre, and it was our intention to move into a unit there, but it never happened.

Anyway, we spent a long time trying to think of some name and someone suggested that it would sound good to be called Great Valley Products. If you see our address we are in a town called King Of Prussia. You might think that's rather a strange name, but that's Pennsylvania, there are stranger names believe me.

**AF: How much difference is there between the European market and your home market?**

The European market is much bigger in terms of users, but we find that the Amiga users in the USA tend to be more interested in the high-end equipment, so both are just as important to us. Perhaps a large factor in this is the Video Toaster, which is quite an important market for us in terms of hard drive controllers. The HC8 is still selling very well because it is a cheap and reliable way of adding SCSI to the A4000. The Toaster market is becoming important in Japan too.

**AF: You mention the Video Toaster. Now, that seems like the sort of device that a big and resourceful company like yourselves could produce. Have you ever thought of producing anything similar?**

If we had known at the time that the Video Toaster would not appear in a PAL version then I think we would have done it. The market for a PAL Toaster would be just as big again for all the European countries as the original market was in the NTSC countries like the USA and Japan. But to start again from scratch is looking at a four year development cycle and by that time things could have changed.

**AF: Many companies have made quite a tidy sum of money from producing low-end peripherals such as disk drives and RAM expansions. Have you ever considered doing this?**

We don't like to compete at that end of the market. When you are dealing with things like external disk drives you can only compete on price. People aren't interested in the quality of products like that, and we could never produce anything that didn't meet our quality standards.

**AF: In the past your relationship with Commodore has been a bit up and down, but recently it has been said that you are actually working on products for Commodore. Just how close is the relationship?**

Well, in the early days I think there was a bit of resentment. Not only was I an ex-employee, but many members of our original engineering team came from there. Recently Commodore have realised the need for high-quality peripherals to support the Amiga, and they have approached us about providing them.

**AF: Would these new peripherals be badged as Commodore products, but come from you?**

We have no specifics on the arrangement, or even that a deal will take place.

**AF: Why would you say that GVP has become the largest third party manufacturer of Amiga peripherals? What's the secret of your success?**

It is difficult for people to enter the Amiga peripheral market because you need a global approach. That is something that GVP started out with, we don't see things as being a domestic market in the USA and overseas elsewhere, we are just as happy selling in Europe as anywhere else.

Another key to our success is that right from the start we have had marketing people who understood marketing, not just engineers who took on that role as seems to be the case with many small companies.

Now we are in a position that we are able to finance the research and development necessary to produce high-quality products.

We never release a product until it is finished. You'll see some other products shipping with wire-wrap fixes on the boards. Nothing like that ever leaves GVP. It means we produce the best product and it is very reliable, which is why we can stand by our one year guarantee.

You see some of these other firms offering two-year guarantees, but what some people fail to realise is that a lot of these companies won't be around for that length of time, so when the thing breaks where do you go?

**AF: But it must be quite risky having that money tied up in a product so long before you ever see a return on it. Have you ever been stung?**

Yes.

**AF: Hmmm... GVP have always produced products for the high-end Amigas, but you do not have anything currently in production for the A4000. Is there something on the way?**



The DSS8+ sampler is just one example of GVP's commitment to developing products for the A4000.

There are GVP products for the A4000. Things like DSS8+ and IV-24. As I have said the HC8 is used by many people as a SCSI option for the A4000. There is also a new product that will be of some interest. Our EGS card which fully supports retargetable graphics systems and will be bundled with a pretty interesting paint program. I haven't seen anything like it yet. It has textured paint modes which simulate real drawing materials. It will blow your socks off.

**AF: What about *OpalPaint*?**

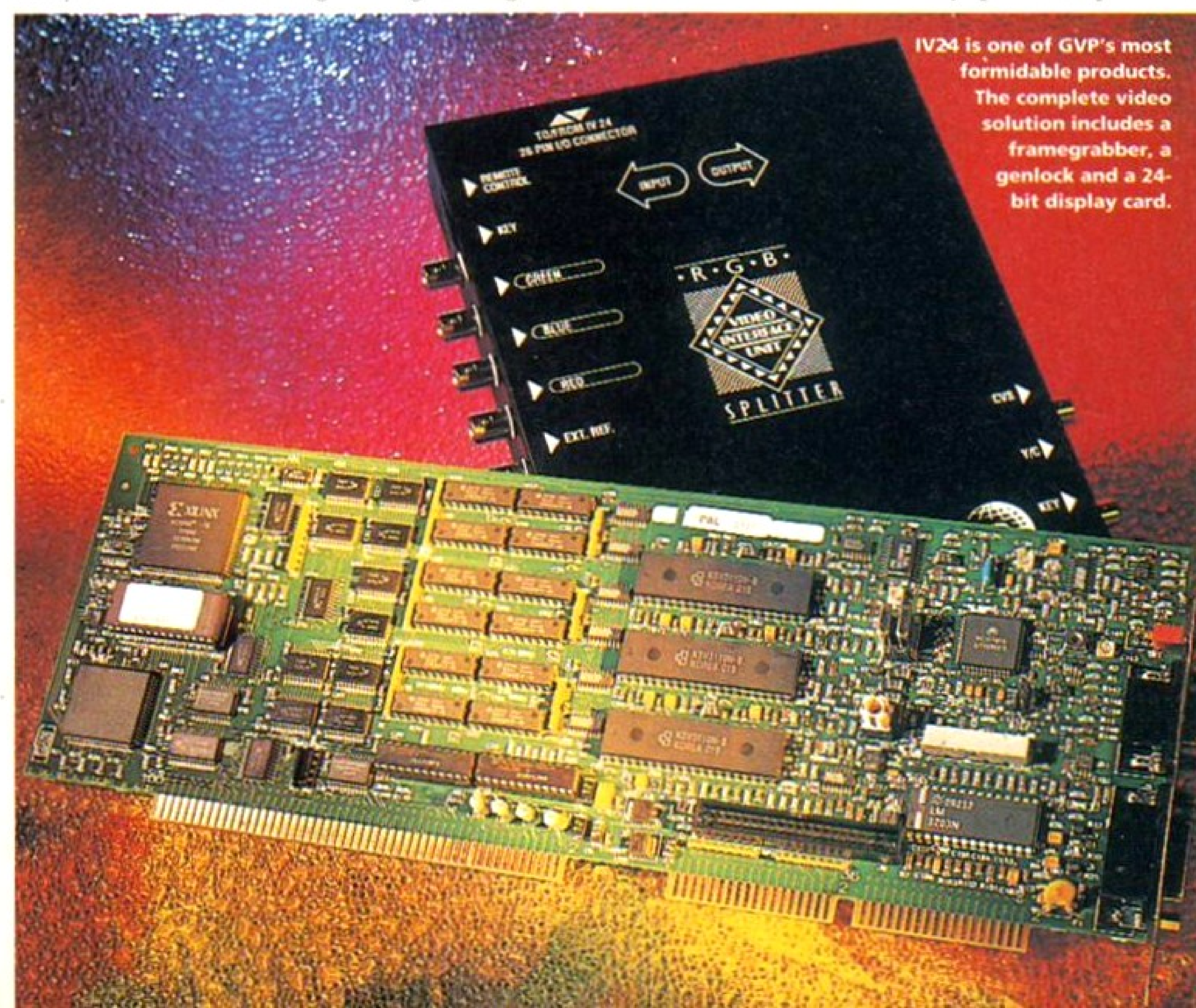
I think it will be even better than that, but you will see it for yourself.

**AF: I'll look forward to that. What are you working on for the the A1200?**

We are hoping to release around 10 new products for the A1200 in the next six months. One of them is an update to the A1230 accelerator. The A1230 Turbo+ uses the same 50MHz processor that was used in the A530 and has a 50MHz 68882 maths co-processor. Really we had to bring it out because although users may opt for the less expensive options, they like to know that we can produce the best possible accelerator.

The other A1200 card which will be launched soon is the A1200 SCSI+RAM device. As well as a co-processor and RAM expansion it also has a SCSI interface. This uses the expansion port at the rear of the A1200 to provide a SCSI interface through our own custom DMA interface. It uses a DPRC chip which we have been able to design because of our commitment to VLSI and SMT manufacturing. This is the only card which has all of these features.

Perhaps the most exciting new product is our 16-bit sampler which will use the PCMCIA slot on the A1200. We are going to sell exactly the same unit as a PC peripheral, only the software will be different. I think we may be looking to do that with more products, but for us the future is with the Amiga. AF



IV24 is one of GVP's most formidable products. The complete video solution includes a framegrabber, a genlock and a 24-bit display card.

whatever

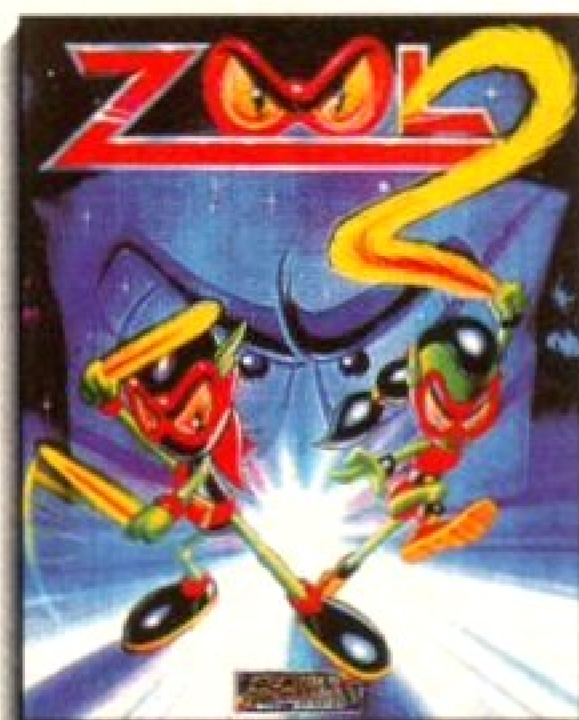
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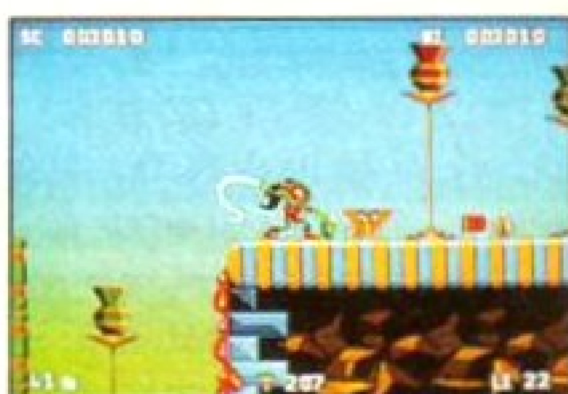
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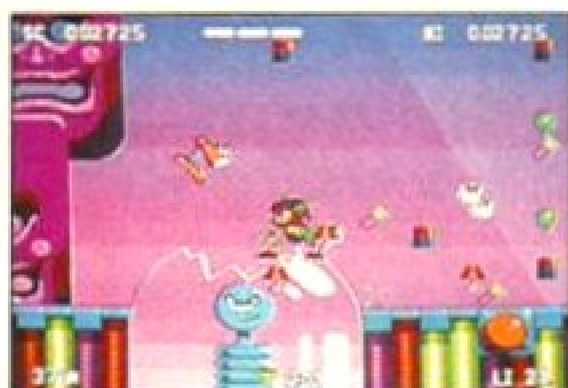
## ARCADE PLATFORM




## ZOOL 2

**ZOOL**, and his female companion **ZOOZ**, face a challenge which wilts the knees of the toughest Ninja's in this state of the art **PLATFORM ARCADE ACTION** sequel. **KROOL** and his accomplice **MENTAL BLOCK** are once again out to wipe imagination from the face of existence. Playing **ZOOL** *or* **ZOOZ** fight your way through **NINE** massive levels of hugely varied and enjoyable gameplay. Meet **ZOON**, a two headed alien dog, one head stupid, the other highly intelligent.





**Features Include**:

- Play either **ZOOL** or the all new **ZOOZ**, each with their own special strengths.
- A wide variety of highly intelligent enemies.
- Many varied power ups and collectibles.
- Hidden bonus rooms and secret levels.
- Sizzling sound FX and a choice of in game tunes.
- Nine huge levels.

*"The classic sequel to 1992's biggest selling Amiga game".*

## ADVENTURE/STRATEGY




## K240

Only when you take control of **K240** in this superb **STRATEGY** game will you understand what real pressure is.
The Terran Empire has expanded. Mankind and six Alien races are struggling to maintain peace in the face of dwindling resources. Is destruction inevitable.
You are the Commander of the mission to explore and exploit **K240**, but can you build a successful and peaceful colony deep in the recesses of space, or will greed and aggression bring the empire down.

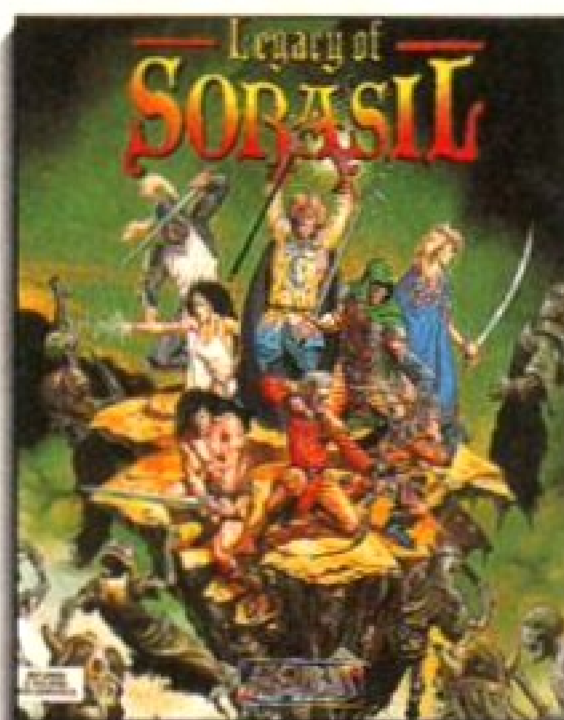




**Features Include:**

- 6 different Alien life forms.
- 8 different types of space crafts.
- 16 different types of weapons and shields.
- Fully designable asteroid field interface.
- Highly intelligent enemy colonies.
- 40 different building structures.
- A vast range of complex interactions to understand and control.

## FANTASY & ROLEPLAY




## LEGACY OF SORASIL

**THE LEGACY OF SORASIL** is a fantastic and huge world of adventure. The fabled land of Rhia has fallen foul of a mysterious plague. Choose a party of intrepid adventurers from 8 would be Heroes and try to return the land to it's peaceful state. Battle your way through 10 vast stages against a legion of highly intelligent foes. Endless hours of solid and far reaching gameplay.



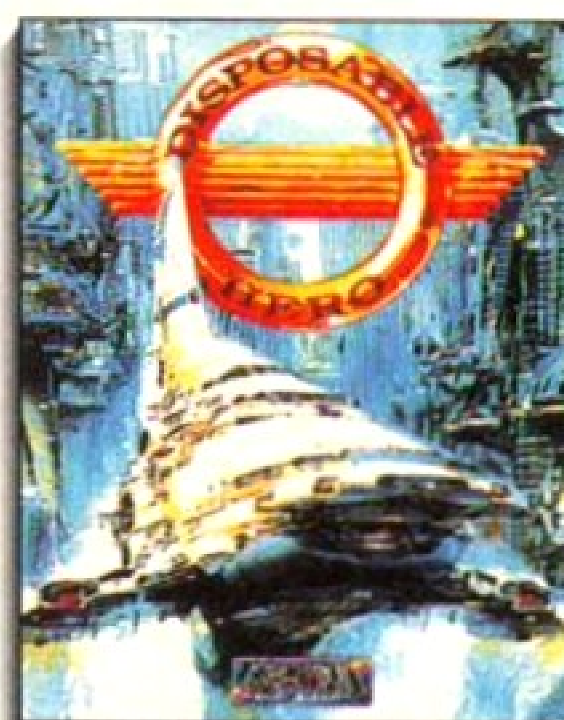


**Features Include:**

- 10 perilous quests to be completed.
- Stunning 3D isometric display.
- Simple point and click interface.
- 8 heroes, all with specialist skills and abilities.
- Eerie sound FX and tunes.
- Fully self mapping.

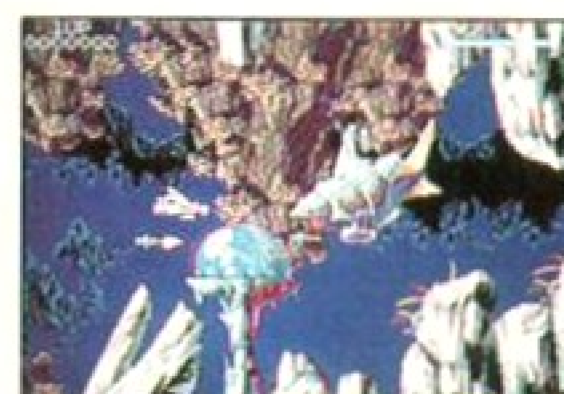
*"If you want challenging gameplay and a game that's going to last you can't go far wrong with this".*
**CU Amiga**

## SHOOT 'EM UP




## DISPOSABLE HERO

Get that trigger finger ready for an **ARCADE SHOOT 'EM UP** that takes up the genre where others have feared to tread. The Free Worlds lie technologically bankrupt. An Alien tyranny threatens mankind. As a certified **D-HERO** it is your task to fight your way through 6 levels of non-stop heart pumping finger sweating eyeball racing thumb busting, nerve jangling action to penetrate the alien strongholds.



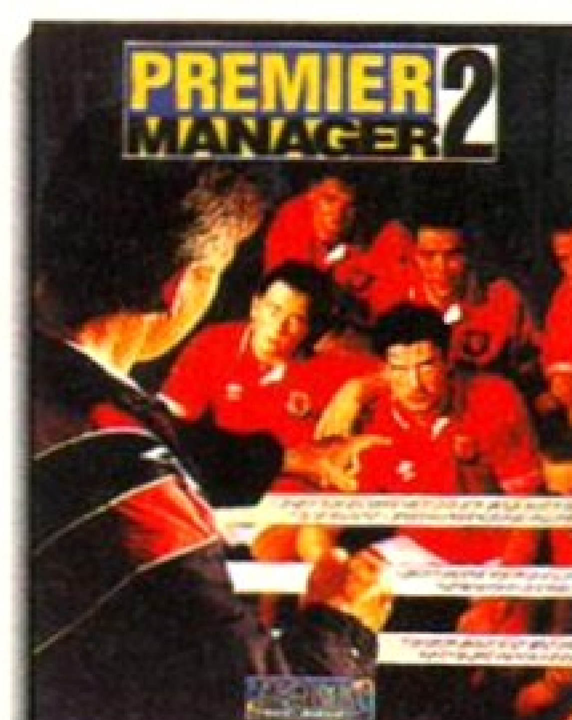


**Features Include:**

- Arcade quality graphics, backdrops and animation.
- Fully adjustable sound FX and in game tunes.
- Hundreds of weapon configurations.
- Mind blowing Mid-level and End-level guardians.
- Choice of assault craft with Four levels of difficulty.

*"First impressions? whoah! blast, blast, boom! death, guns, more death, action and excitement!"*
**The One**

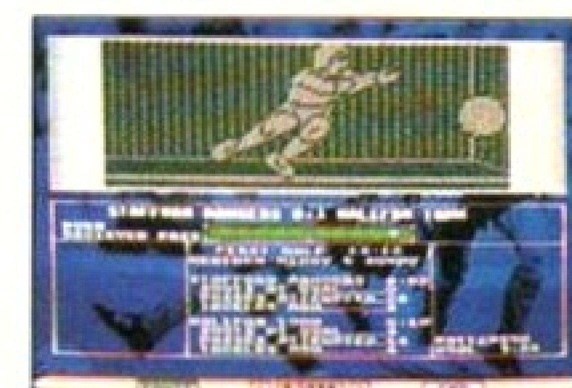
## FOOTBALL STRATEGY




## PREMIER MANAGER 2

**PREMIER MANAGER** transformed the face of **STRATEGY** football management games with it's accessible and enjoyable game style. It has remained in the charts since it's release late in 1992. And now, **PREMIER MANAGER 2** is ready with a whole host of added features. Have you the management skills to turn around and improve your teams performance?
Get ready to blow the whistle on **THE** football game for 1993.





**Features Include:**

- 16 playing formations with 8 playing styles and 12 match tactics.
- Negotiate wages, bonuses and contracts.
- Comprehensive banking system with changeable interest rates.
- Up to 26 players per team with limit of 4 foreign.
- Set ticket prices and crowd control.
- **IMMEDIATE** sacking possible if you're not up to the job.

*"This really is the best bits of all the footy games, bundled together and laid out on a golden plate for you".*
**The One**




GREMLIN GRAPHICS SOFTWARE LIMITED. CARVER HOUSE, 2-4 CARVER STREET, SHEFFIELD S1 4FS. TEL 0742 753423

# WOC NEWS brief

## IMAGE EFFECTS

**GVP previewed *ImageFX* version 1.50, which includes several new loaders and savers, giving it increased flexibility as an Image processing program. An upgrade costs £29.95 from Silica, call 081-309 1111.**

## MAC MAGIC

**Jim Drew, designer of the new Emplant Mac emulator, was demonstrating its features on the Utilities Unlimited stand. Although the 32-bit clean version of the software is not yet completed, it will run on an A4000/030, which has no MMU (Memory Management Unit). Utilities Unlimited: +602 680 9004.**


Jim Drew (left) tells Gary Rainer, designer of OpalVision (far right) how to turn his Amiga into a Mac.

## OXXI PRESENTS...

**Oxxi Inc previewed a pre-release version of their latest creation *Videostage*, which is a sort of multimedia/titling program, suitable for creating and running applications such as remote presentations and demo booths. Support is provided for remote control of these via a modem link.**
**Oxxi are on +310 427 1227.**

## NEW FEATURES

**Scala showed the latest version of their *Multimedia MM300* and *Infochannel IC500* programs. Both the new versions have significant extra features, such as absolute timing, which can be used to tie in a presentation with a videotape to an accuracy of one frame, and the ability to play back samples directly from hard disk. Scala are on +703 709 8043.**

## STARRING ROLES

***SeaQuest* animator and editor of *LightWave Pro* newsletter, John Gross, was on hand to demonstrate the Toaster 4000. He also showed how the Amiga and *LightWave* were used to create the models used in the multi-million dollar US TV series *SeaQuest*, produced by Steven Spielberg. *SeaQuest*, a sort of *Stingray* for the Nineties, was premiered on US TV during WoC, showing 19 million people just what the Amiga can do.**

# THE WORLD OF COMMODORE

**Although Europe accounts for more than 80 per cent of the Amiga's worldwide sales, Commodore's machine still has a strong foothold in the USA as a serious video and graphics tool. Richard Baguley took a trip to the WoC Show in California, to find out what's new on the American Amiga scene.**


*Amiga Format*'s Richard Baguley – 'California dreaming'.

**IT'S A LONG** way from Bath to Pasadena, and not just in terms of miles. In the UK, most people use their Amigas for both serious work and for playing games. Not so in the US. Of the 50 stands at the show, only one involved games in any form, and this was a prominent mail order company selling everything from issues of *Amiga Format* to copies of *Deluxe Paint*.

All of the other stands were dedicated to serious equipment for the Amiga, and most of them were taken by the manufacturers of the equipment. For instance, both GVP and Commodore had a big stand, and one of the biggest crowd pullers was the Utilities Unlimited stand, where programmer Jim Drew was demonstrating the latest version of his *Emplant* Mac emulation system. The only games running at the show were on the Commodore stand, where the CD$^{32}$ was making its debut in the US.

So what serious delights were on show? Let's have a look around…

## AAA IS ON THE WAY


"We have made great progress," Lew Eggebrecht, Commodore.

**IN A KEYNOTE address at the World of Commodore Show in Pasadena, Commodore's Vice President of Engineering, Lew Eggebrecht, revealed that the long-awaited AAA chipset now exists.**

**"We have had a very dramatic breakthrough in the last week... we now have running silicon," he said.**

**This means that the AAA chipset is no longer just a design, but actually exists as a set of chips. Eggebrecht claims that this next generation of custom chips for the Amiga will increase performance by 10 to 20 times over the AGA chipset currently used in the A1200 and A4000.**

**"We still have a lot of bugs," said Eggebrecht, "but recently we were able to bring up software, and were able to show 24-bit true colour images and actually blit [use the blitter chip to move parts of the image in memory] this around the screen.**

**"We will have to have a second pass on this technology to correct some of these problems," he added.**

**This means that there are a few bugs still in the chips, and it will be necessary to go back to the design stage to alter some aspects of the chips in order to correct these. Once this is done, further prototypes of the chips will be made and these will be tested. This process will take several months, but Eggebrecht expects to have fully running prototypes ready early next year.**

**"We plan by mid next year [1994] to have this technology actually available in products," said Eggebrecht.**

**However, this date is only provisional, and it's possible that we may not see AAA chipset machines until much later in 1994.**

**"Even though we have had staff reductions and a very aggressive development schedule for the CD$^{32}$, we have made great progress in this technology," Eggebrecht concluded.**

**Commodore International, 1200 Wilson Drive West Chester, Pennsylvania PA 19380 (0101) 215 431 9343.**

### What the AAA chipset means to the Amiga

- Chip RAM to 16Mb.
- Backward compatible with AA and AA+ chipsets.
- Compressed video data formats.
- 16 and 24-bit true colour modes.
- 32-bit 'bit' blitter (10 to 20X) AA+.
- Eight voice stereo sound and 16-bit PCM at 100KHz sample rate.

The forthcoming AAA chipset is a radical leap forward for the Amiga. The entire architecture of the chipset has been redesigned, and it's now based around four custom chips (although this will eventually be reduced to two). These will offer radical improvements over the AGA chipset featured in the A1200, although they will be backwards compatible.

Among the new features is eight voice 16-bit stereo sound, with sample rates of up to 100Khz, 16 and 24-bit true colour screen modes, and support for up to 16Mb of chip RAM. The new chips will also have support for compressed video data, although it's not clear if this will include MPEG support without additional hardware. Separate CPU, memory and pixel clocks will ensure that the various parts of the system are working at the maxium possible speed, while a 32-bit Blitter will offer data transfer rates 10 to 20 times faster than the current AGA Blitter. Support for a CD-ROM drive will also be built in.

# F SHOW, USA

## CD32 TO GO STATESIDE


At the show Commodore was pushing its new console machine with demos of Amiga CD32 games.

Contrary to previous reports, CD32 will be launched in the USA. Jim Dionne, President of Commodore US, confirmed that the console will be launched across the US in November.

Dionne described it as a 'soft regional launch'; in other words Commodore US can't really afford much advertising, and they will be relying on current Amiga users and retailers to spread the word and push the new product.

Commodore demoed several completed CD32 games (including *Oscar*) at the show, as well as a preview of *Jurassic Park*, which includes some CDXL (full screen, full motion video without using the MPEG add-on) excerpts from the film. The MPEG unit was also on display, and in a seminar by Lew Eggebrecht the MPEG unit shown playing a Video CD generated a great deal of excitement.


Ambitious Technologies were demonstrating their latest product, the Toaster Oven. This adds some extra slots to your Amiga so you can fit in more lovely video peripherals.

## WARM AND FUZZY RAVE ON


This small white box plugged into the serial port may not look exciting, but *LightRave* is causing a stir among Video Toaster users.

**ONE OF THE** most controversial products at the show was *LightRave* a hardware and software device that enables you to run the excellent ray-tracing program *LightWave* without the Video Toaster.

It's produced by a new company, Warm and Fuzzy Logic. Running *LightWave* without the Toaster was not previously possible because *LightWave* used the Toaster to display its 24-bit output.

The heart of the product is a small piece of custom hardware, that plugs in to the serial port of any Amiga. Along with the software included with *LightRave*, this then pretends to be all of the bits of the Toaster that *LightWave* needs, although it can't emulate the Toaster's video features. So, you can run *LightWave* on any Amiga, including PAL machines and models without a video slot (which is where the Toaster fits).

*LightRave* also enables you to display the images produced by *LightWave* on several graphics boards, including the GVP IV24, Retina, OpalVision, DCTV, and EGS Spectrum, as well as in the AGA modes on the A1200 and A4000 and the normal Amiga display modes. It can also pass rendered images directly to GVP's *ImageFX* paint program, so you can process them before they are saved to disk.

Michael Vinck of Warm and Fuzzy Logic stressed that software upgrades to the device will only be sold to users who can supply a genuine Video Toaster registration number.

Warm and Fuzzy Logic, 2302 Mariout Road, Richmond, VA 23229, USA. +804 285 4304.

## SUNRIZE STUDIO SOUNDS

**SUNRIZE INDUSTRIES HAD** one of the largest and noisiest stands at the show, where they were demonstrating the latest version of their *Studio 16* software.

When combined with the AD12 or AD16 sampler cards, *Studio 16* can sample direct to hard disk and play back up to 12 tracks of 16-bit CD quality sound, although you will need a very fast Amiga (at least a 68030-equipped model) and hard disk to achieve this.

The cards can also read in SMPTE time code which is used in professional video and film systems to synchronise sound and vision. The new version of the *Studio 16* software can work with programs such as *CanDo* or *Bars & Pipes Professional*. It also includes a cue list which means that you can edit sequences using the mouse, and features a number of new special effects which can be applied to a sample.

The sampling to, and playback from, hard disk means that you can create long sequences of samples, although you will need a pretty big hard disk to do this, as every minute of CD quality audio will take about 5Mb of space!

SunRize Industries, 2959 S. Winchester Blvd, Suite 204, Campbell, CA 95008, USA. +408 374 4962.

# WOC NEWS brief

### ANIMATED ANTICS



Warner Brothers animation director Rusty Mills (pictured left) ran a seminar showing how GVP's image processing and drawing program *ImageFX* was used in the production of the new animated series *Animaniacs*.

### SPACE SAVER

Heifner Communications released *Pegger* at the show, a utility which runs in the background and compresses images into the JPEG format in a way which is invisible to the program. This enables you to save large amounts of disk space, especially if you're dealing with 24-bit images, as JPEG images can be up to 90 per cent smaller than IFF equivalents. See review on page 151.

### TURBO CHARGED!

GVP unveiled the A1230 Turbo+ A1200 accelerator. This is based around a 50Mhz 68030 CPU, and includes an expansion slot. The first product to use this slot is the A1291 SCSI interface, which can be fitted without breaking the warranty on an A1200. A price has not yet been set, but distributors Silica plan to have it by Christmas. 081-309 1111.

### TOP FONTS

Soft Logik showed their latest release, the *Typesmith 2* font editor, which enables you to create your own typefaces, in both bitmap and CG outline format. They were also running demos of *PageStream 3.0*, although this is not yet finished.

Soft Logik were hoping for a November release of *PageStream 3.0*, although they stressed that if they didn't think it was ready, they would postpone the release rather than put out something that wasn't perfect.

Soft Logik are on +800 829 8608.

### WORK OF ART

Village Tronic were showing the Picasso II graphics board, which has a maximum resolution of 1280 by 1024 in 256 colours (800 by 600 in 16 million colours). Watch out for a full review in *AF* very soon.

# NEW AMIGA READY FOR RELEASE

**A NEW HIGH-PERFORMANCE** Amiga could be released in Britain next year. A prototype of the 4000T was on display at the World of Commodore Show, and, according to Commodore US, it will be released in the States before the end of the year.

Commodore UK also have plans to release the 4000T, but they have not yet decided on its price and specification.

The A4000T on display at the Pasadena show is based around the same CPU as the A4000/040 (a 25Mhz 68040), but it also has a number of additions. There are two video slots, enabling you to fit two devices, such as the Toaster and an OpalVision card at the same time, as well as five Zorro III slots.

The 4000T has a fast SCSI 2 interface built on to the motherboard, as well as the usual IDE interface included on other A4000 models. There is sufficient space in the case for five half-height drives, all of which can be accessed from the front of the case, making them suitable for devices like Tape Streamers or CD-ROM drives.

Although development of the 4000T has been completed, and Commodore are committed to releasing it this year, this date may be put back because of teething problems at a new factory in the Philippines.

The factory will manufacture all the Amiga models and getting it fully operational is taking a little longer than expected. The release may also be delayed because priority is being given to producing large numbers of $CD^{32}$s for the European market.



Commodore were showing the new A4000T on their stand, which is due to be released later this year.

The T in A4000T doesn't stand for Tower, as you might expect, because this word (in relation to computers) is the copyright of another manufacturer. Instead, the T stands for Free Standing. Hmm.

The new model is certainly a big step forward for the Amiga, but the specifications do seem to be lacking in one respect. Why is a machine designed for power user still running at 25Mhz? A 40Mhz version of the 68040 is now easily available, and this would make much more sense for a machine of this type. However, it does use the same CPU slot design as the A4000, and it shouldn't take too long for a third party developer to bring out a faster CPU card.

Contact: Commodore International, 1200 Wilson Drive, West Chester, Pennsylvania PA 19380. Tel: +215 431 9343.

# OPALVISION CHRISTMAS?



Taking creative video editing a step further, prototypes of Centaur's OpalVision modules.

**CENTAUR DEVELOPMENTS** showed their new OpalVision modules which they hope to release by the end of the year.

The Video Processor (which fits on to the main board) can grab in 16 million colours in real time from a video source, genlock together two video sources or a video source and 24-bit frame buffer, and process live video using the new roaster chip. The bundled software includes a wide range of digital video effects and enables you to create your own effects.

The Video Suite is a combined audio and video mixer in a 19-inch rack mount unit. This interfaces with the main card, and the bundled software enables you to switch or fade from one source to another.

Unlike the Toaster, the Video Suite can use Composite, S-Video and RGB signals. It also works in both PAL and NTSC without the need for a transcoder. The five audio inputs can be controlled with the video sources, or mixed separately.

According to Centaur's John Sievers, the modules are not yet complete and are under going beta testing. Expect a review in *AF* as soon as they're ready. Centaur Developments, 2645 Maricopa St, Suite B, Torrance, CA 90503. Tel: +310 787 4530.

# 24-BIT PROFUSION

**GVP'S NEW EGS 24/28** Spectrum graphics board was one of several new video-based products premiered in Pasadena. The GVP board has a maximum resolution of 1600 x 1280 (256 colours, 800 x 600 in 16 million colours) and uses the new EGS graphics library standard, which means programs will work on any graphics board supporting this standard. GVP also promise support for Commodore's Retargettable Graphics Standard once it's established.

**DIGITAL MICRONICS REVEALED** the Digital Broadcast range, which enables you to digitise in video, save it to hard disk and edit it in a non-linear fashion. This means that you can move shots around in a scene with only a couple of mouse clicks.

The user can define the amount of compression – up to 100:1 – although this effects image quality. Once you've created the edit, you can either record it direct to video tape from hard disk, or create an edit list which can be fed into a professional editing system. There are two models – 16 ($2,495) and 32 ($3,349).

Digital also showed Digital Mediacaster, which uses the MPEG method of compressing video images and sound, and enables you to edit in a non-linear fashion. This is useful for compiling $CD^{32}$ titles because you can save MPEG files out to any SCSI device with the necessary access speed.

Digital Micronics Inc, 2075 Corte Del Noga Unit N, Carlsbad, CA 92009 USA. +619 931 8554.



Expansion units are all the rage this year, and Digital Creations – makers of *Brilliance* – showed a prototype of their Video Slot Box, which adds two Video Slots to any big box Amiga.

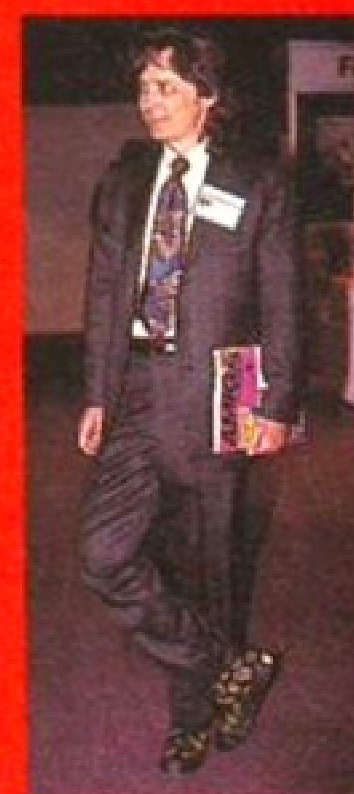
## PUSHING FOR THE FUTURE

**THE NUMBER OF** exhibitors and visitors to the show were down on previous years. This could perhaps be because in the States the Amiga has lost some serious ground to IBM compatibles and Macs over the past couple of years as the price of these machines has become more competitive.

Several big companies – such as ASDG, Newtek and Gold Disk – chose not to exhibit at this show. According to Newtek, this was because they have decided to concentrate on professional video and TV exhibitions, since they feel they are preaching to the converted at Commodore shows.

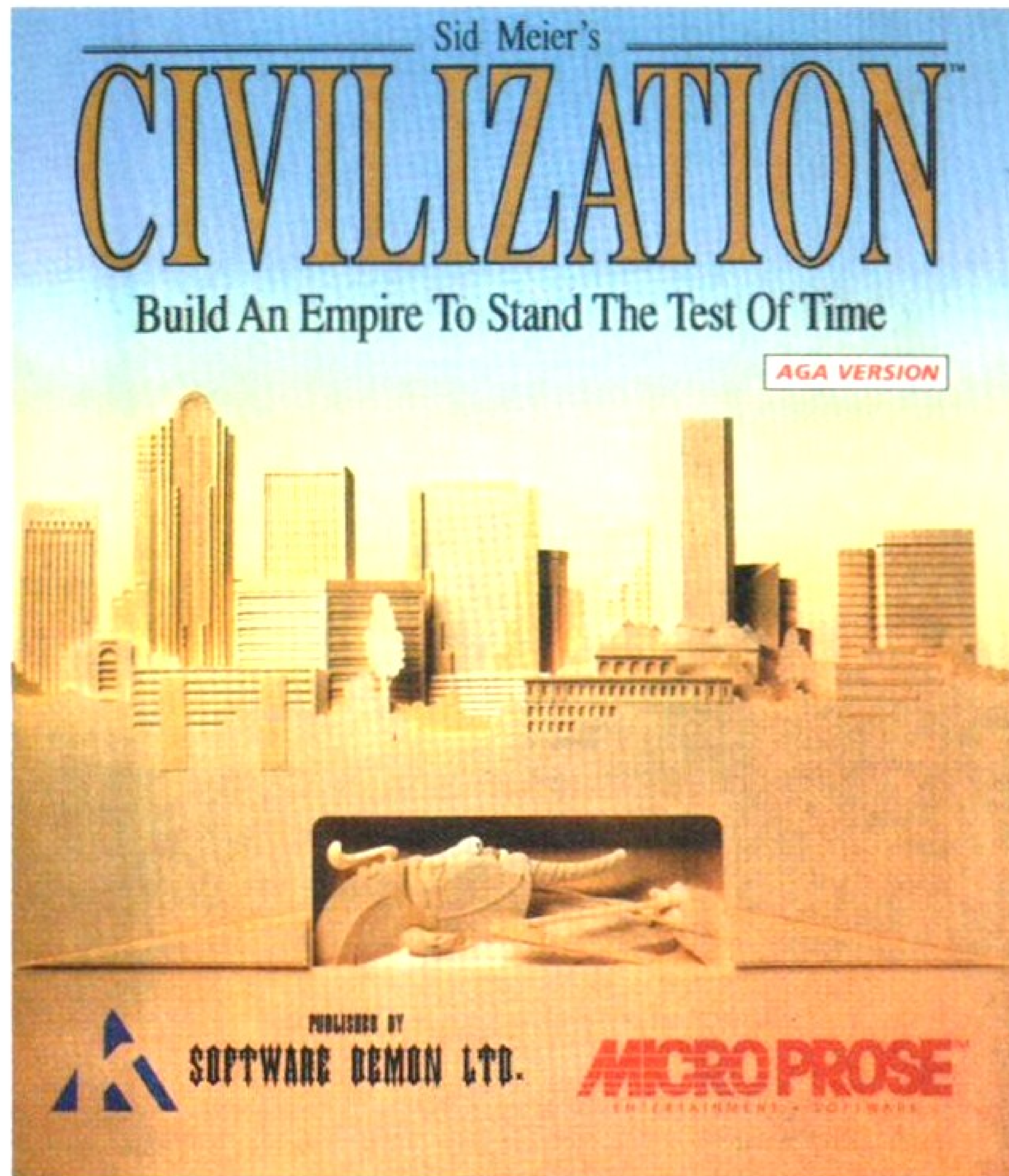
However, all is not doom and gloom – there are still a huge number of new hardware and software releases coming out of the American Amiga market. With products such as Sunrize's *Studio 16* and the Video Toaster in every day professional use across America, the Amiga has become more or less the standard for use in professional TV and audio work, and nothing can realistically challenge it in terms of price and performance.

American Amigas owners are extremely enthusiastic about their machines, and want to keep pushing them further forward. With big television programs such as *Babylon 5* and *SeaQuest* putting Amiga-produced images in front of millions of people, Commodore now have a great opportunity to push the Amiga even further forward. The real question is whether Commodore and the people in the Amiga market are prepared to grasp this opportunity.



Bob Fisher of GVP demonstrates the need for sensible footwear and taking something good to read to shows like World of Commodore.

# Exactly how many awards will it take before you own a copy of Sid Meier's Civilization?




**Winner!**
**Best Consumer Product 1991**

**Winner!**
**Best Entertainment Program 1991**

**Winner!**
**Best Strategy Program 1991**

**Winner!**
**Most Original Game 1992**

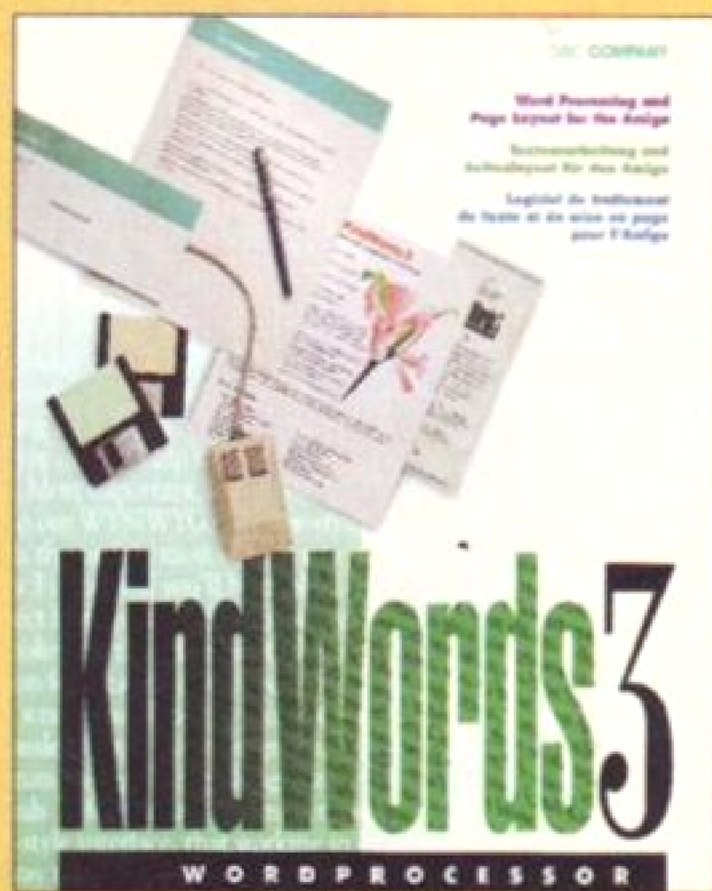
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**Published by Software Demon**

# Best-Selling Amiga Titles at Amazing Prices.

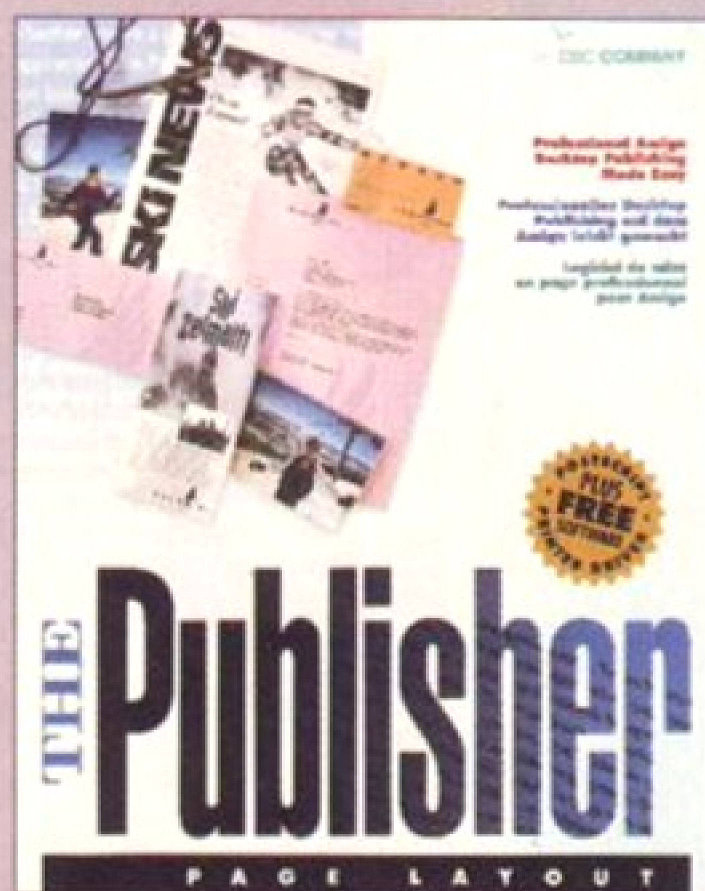
**KindWords3**
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An essential requirement for the office and your home! The friendliest word processor you'll ever use. Simple enough to have you working in minutes and yet sophisticated enough to provide all the features you need for your resumés, reports, correspondence and all your writing projects. Page layout, mailing list merge and a variety of other up-to-date functions make KindWords the right choice for users of all ages.




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Don't Miss
FROM THE MAKERS OF THE WORLD'S BEST AMIGA MAGAZINE
On Sale Thursday 11th November
AMIGA
FORMAT ANNUAL '94
SPECIAL ISSUE 8

You may not realise it, but there are only 17 shopping days left till Christmas (unless you aren't reading this on the 6th of December, in which case there are more ... or less). Because the best thing to get an Amiga owner for Christmas is something for his (or her) Amiga, and because money is tight (unless you're very rich that is) and there's a recession on and all that, we thought one or two discounts may not go amiss. So we've got together with some of the country's foremost Amiga dealers to bring you the Amiga Format Christmas Presents Collection. Use these coupons to gain discounts on any of the products below.

# AMIGA FORMAT PRESENTS...



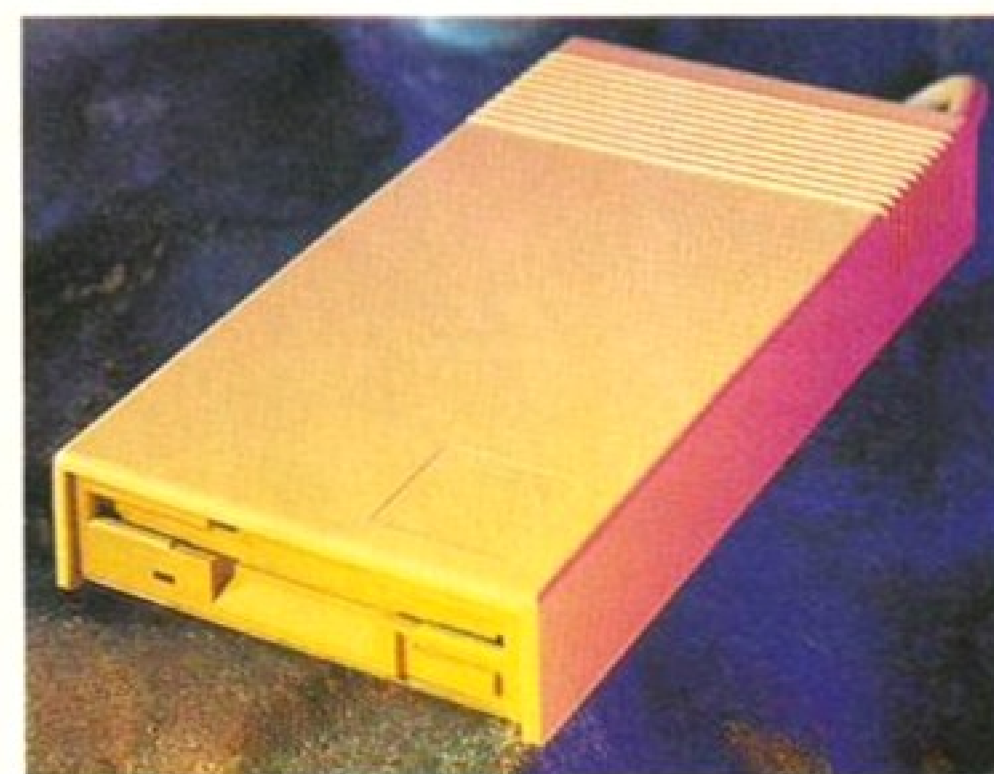
**US Robotics Modems from Phoenix Computer World**
Tel: 0532 350652 or see pages 20-21
**5% discount**

These modems are so well respected by the *Amiga Format* team that we actually got (and paid for) one for the office. Reliability, speed and value are the distinguishing characteristics of US Robotics Modems. With this extra discount they are real bargains. All US Robotics modems come with a five year warranty, and full BABT approval.



**Genius Digitising Tablet from Datel Electronics Ltd**
Tel: 0782 744707 or see pages 144-145
**£10 discount**

Whether you are looking for a more natural control method for painting, or a simple and accurate way of inputting data to a CAD program, digitising tablets provide a simple and refreshing alternative to a mouse. These devices are usually very expensive, but Datel's Genius, usually cheap, represents a real bargain at just £119.99.



**Power XL 1.76 Drive from Power Computing**
Tel: 0234 843388 or see pages 211-212
**5% discount**

Our love of this drive is no secret (93% *AF*48). For years we looked on with envy as High Density drives on the Mac and PC went from the exception to the rule. At last Power computing came to Amiga owners' rescue with this compact unit. It looks just like any other drive on the outside, but it can store a huge 1.76 Mb of data on a floppy.




**Vidi Amiga products from the First Computer Centre**
Tel: 0532 319444 or see pages 12-13
**5% discount**

The Vidi Amiga family of video digitisers offer you the power to capture high quality images from any video source. Whether you are using an original chipset Amiga or an AGA equipped machine, Vidi offers a digitiser that will give you top-class results, from the bargain Vidi 12 AGA (90% Amiga Format 50) through to the brand new true colour Vidi 24 real time.




**Miracle Keyboard Tutor from Trilogic**
Tel: 0274 691115 or see pages 142/3
**£10 discount**

If you would like to learn to play the keyboard you can do one of several things. Keep trying until you work it out yourself, pay hundreds of pounds to a matronly woman to beat you around the knuckles with a riding crop until you learn, or use your Amiga and the wonderful Miracle tutor system to teach you quickly and painlessly. The choice is yours...




**Overdrive 35 Hard Drives from Software Demon**
Tel: 0736 331039 or see pages 126-127
**£50 discount**

Software Demon's competitive prices on A1200 internal drives have been causing excitement for some time. But now bargain IDE drives are available for those who don't want to lever their machine open, or A1200 and A600 users who want even more disk space. Overdrives from Software Demon are the first Amiga hard drives to use the PCMCIA slot.



# CHRISTMAS PRESENTS



### Philips TV/Monitor from Gordon Harwood's

Tel: 0773 836781 or see pages 65-67

**£10 discount**

Philips have always been very active in the Amiga monitor market, with their CM 8833 unit taking the honours in many a group test. That monitor is now discontinued but the Philips brand and reputation for quality persists in the Amiga market. Their combined monitor/TV delivers crisp pictures, dynamic sound and TV reception.




### GVP A1230 Expansion from Silica Systems

Tel: 081-309 1111 or see page 179

**£10 discount**

There are few ways of accelerating the A1200 better than the A1230 FPU unit/RAM expansion from GVP. It features a speedy 25Mhz 68030 processor, a maths co-processor and 4Mb of 32-bit Fast RAM. GVP's reputation in hardware production is second to none, and this is an ideal way of getting more from your A1200.

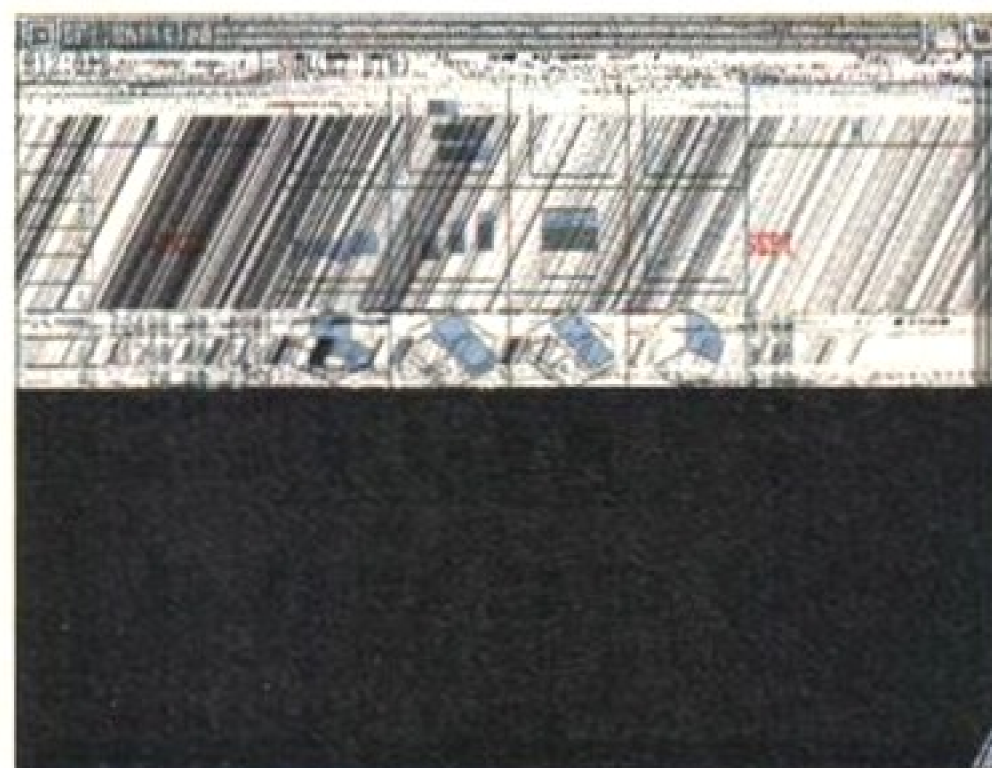



### Any Amiga game from Future Zone Stores

At stores throughout the country.

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If you've seen any of the Future Zone stores that have recently spread through the length and breadth of the United Kingdom, you'll know that they carry a wide range of the latest and greatest Amiga games software. So whatever you're after, be it *Uridium 2*, *Second Samurai*, *Donk* or any other game they stock, the voucher will get you 10 per cent off one purchase.



### Gold Disk Office III from Silica Systems

Tel: 081-309 1111

**£5 discount**

Combined suites of business software are ideal for home or small business management. Few are as comprehensive or as integrated as Gold Disk's Office. Now in its third incarnation the pack contains a word processor, DTP package, database, and spreadsheet, all produced to Gold Disk's usual high standard. All the programs in the suite are fully compatible with the AGA chipset.

## HOW TO USE YOUR AMIGA FORMAT CHRISTMAS PRESENTS COLLECTION VOUCHERS

1 Decide what you want to buy first. This is the easy part, with so many great products on offer, there has to be something for every Amiga enthusiast.

2 Make sure you can afford it. I mean, sure, money ain't everything, but you can't buy zip without it!

3 Refer to the supplier's advert. Check on this page, or on the voucher for the details of the supplier. With the exception of Future Zone who have branches in most major towns and cities, all the companies have adverts in this very issue of *Amiga Format*. The page numbers of the advertisements are listed on these pages and in the advertisers index at the back of the magazine.

4 Check out all the other fab products on the adverts, and make sure you're certain which ones you want to buy.

5 Call the dealer to check price and availability of the item you want. Where the vouchers offer a percentage discount over a range of products it is best to call and make sure your calculator and the dealer's come to the same total. And while you're on the phone you can order by credit card too, if you like.

6 If you live locally to the dealer, you could always visit their retail premises and seek a demonstration of the goods before you purchase. All the companies are Amiga specialists and will be glad to offer help and assistance with your purchasing decision.

7 If you don't use a credit card, send your cheque or postal order to the address advertised on the page.

8 Sit back in a nice comfy chair with a mug of your favourite beverage and wait for the postman. Reflecting all the while on how much cash you've just saved, and thinking nice thoughts about *Amiga Format*.

9 (For people who went along to Future Zone and bought a game.) Rush home and load up your new game in your eagerly-awaiting Amiga. Then spew laser death on the invading hoards while wielding your joystick like a Samurai sword and screaming "Die, slime belching alien death spawn!" While thinking nice thoughts about *Amiga Format*.



# IMAGINE

Welcome to the world of Imagine. You've got the software, now learn how to get the most out of it by following our six pages of step-by-step tutorials...

## FASTER IMAGINATION

**We only had space to include the Integer version of *Imagine* on the Coverdisk, which won't take advantage of an FPU (Floating Point Unit) if you have one fitted to your machine.**

**If you want to get hold of the FPU version of *Imagine*, send your Coverdisk with a cheque for £1.50 payable to Disk Copy Labs Ltd to:**

**Amiga Format FPU Imagine,**
**Disk Copy Labs Ltd,**
**Units 2&3,**
**Omega Technical Centre,**
**Drayton Fields,**
**Daventry, Northants NN11 5RT**

**WHAT YOU HAVE** on this month's Coverdisk is a program with which you can create worlds. While this sounds like a bit of a cliché, it also happens to be true. With *Imagine*, you can build 3D models of real objects, and place them in a world of your own creation. In this world, you are in control, and you can make it as real or surreal as you like. You want to produce an image of a helicopter attacking a 50 foot cow? Feel free!

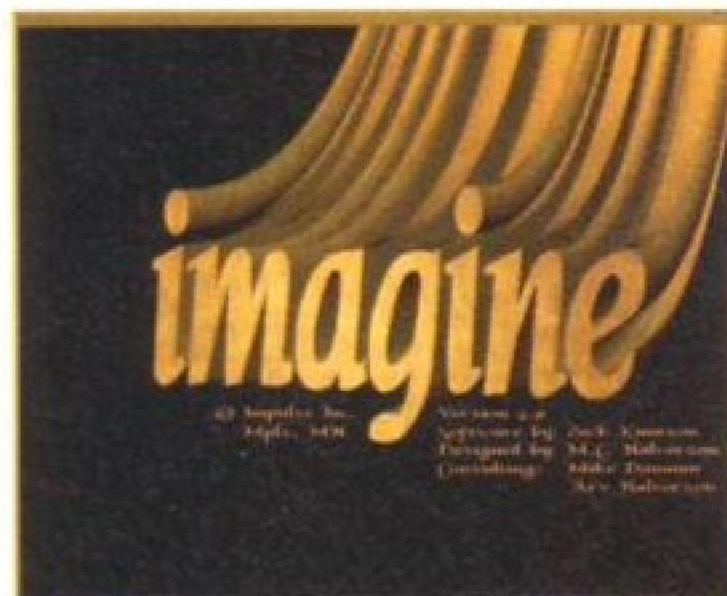
All you need to do is to build the objects, or even easier, load up the ones supplied with this month's disk. Once you've loaded these, you position the objects and set up the lighting and environment. If you're creating an animation, you can also control how they move, and even get the camera to move as well. When you're happy with this, you set *Imagine* working. It will load in the objects, check the lighting and generate an image from this information, complete with realistic light and shade.

Over the following six pages, we have put together four tutorials which will teach you the basics of working with *Imagine*.

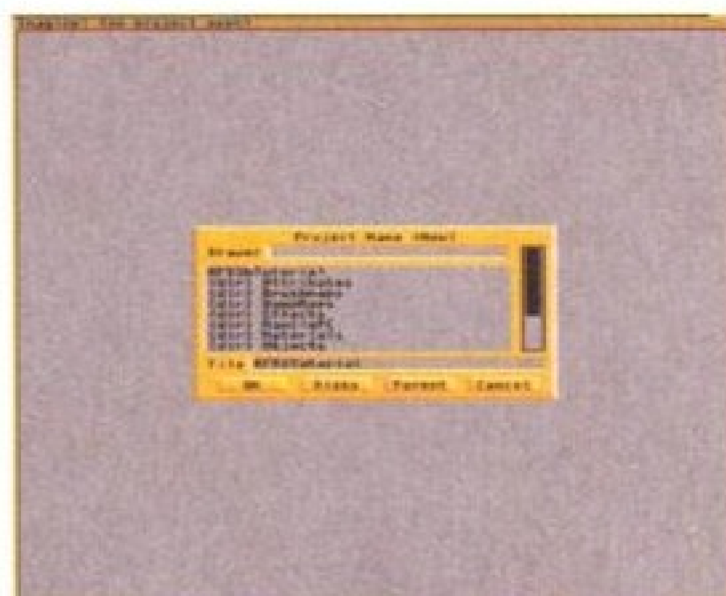
The first of these shows you how to build a simple object, and produce your first rendered image. The second shows you how to build a simple organic object (seaweed) in *Imagine*, and the third shows you how to build a complex object (a fish). Finally, the fourth tutorial shows you how to bring all these together and create a rendered image.

3D modelling and ray-tracing is undoubtedly one of the areas in which the Amiga excels, and *Imagine* is one of the best programs you can get. However, ray-tracing and 3D modelling is an extremely complex area, and *Imagine* is a very powerful and complicated program. This means that it will take a long time to really get to grips with the program, and even longer to produce the sort of results that you see in the pages of ***Amiga Format***. But don't be downhearted if your first images don't turn out quite as you expected them to. Run through the tutorials on the following pages, and don't be afraid to experiment.

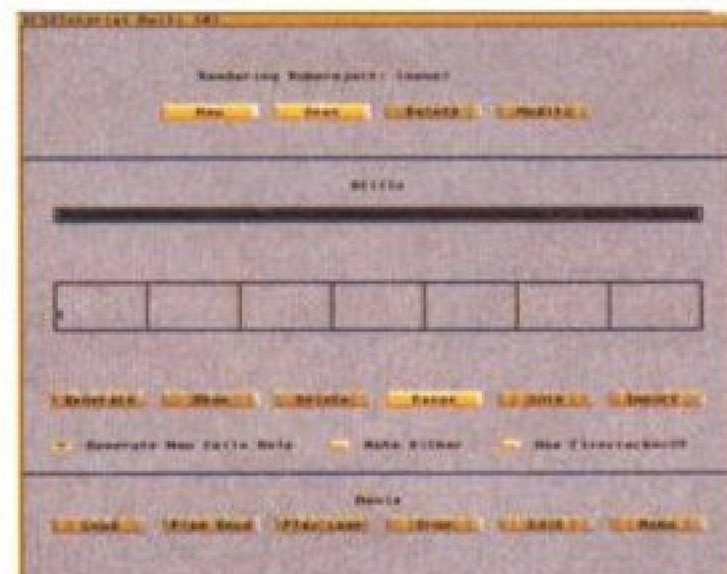
# IMAGINE PROJECT 1



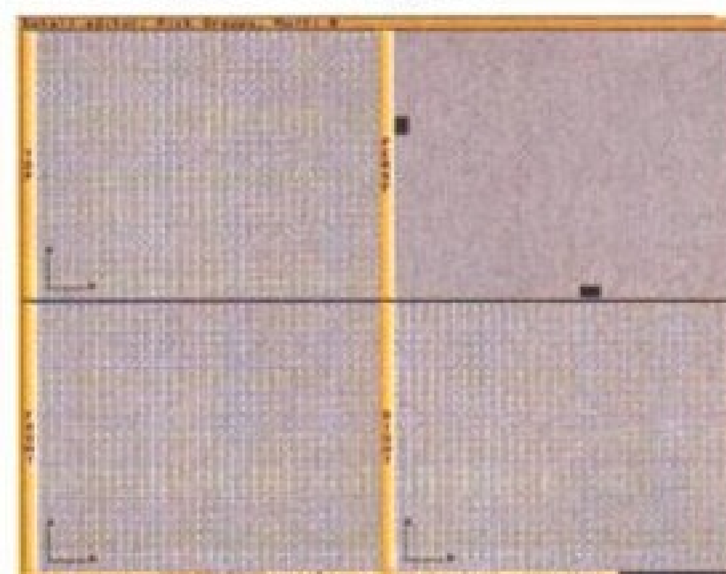

1 Launch *Imagine 2* by double clicking on its icon. This loads a starter screen.



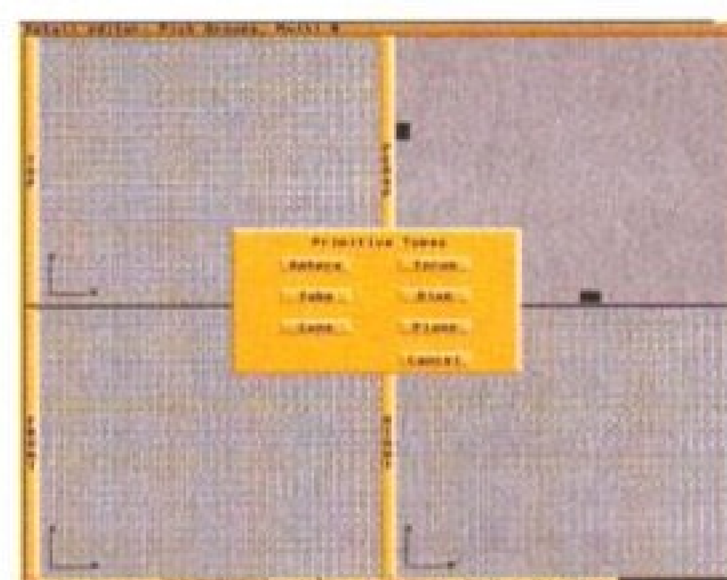
2 Pull down the Project menu to New. A File requester will appear.



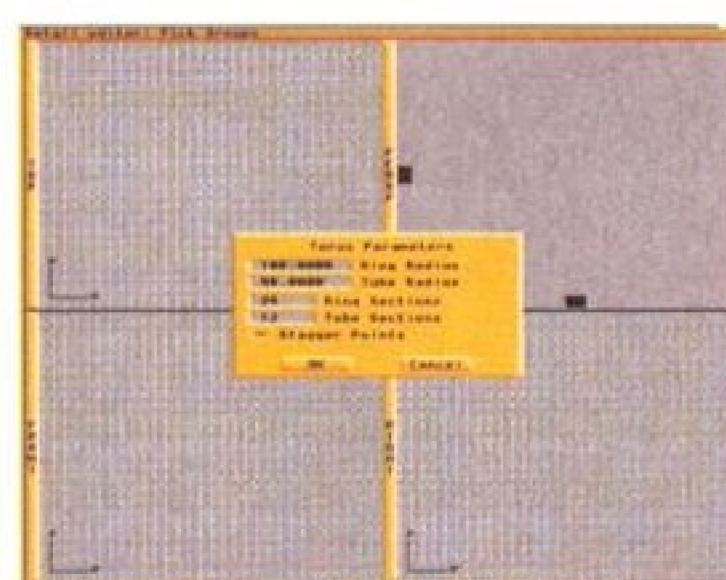
3 Type in a suitable Project name – such as Starter – and press Return (<Ret>). The Project Editor will appear.



4 Select Editor/DetailEditor. A typical *Imagine* QuadView editing screen will appear.



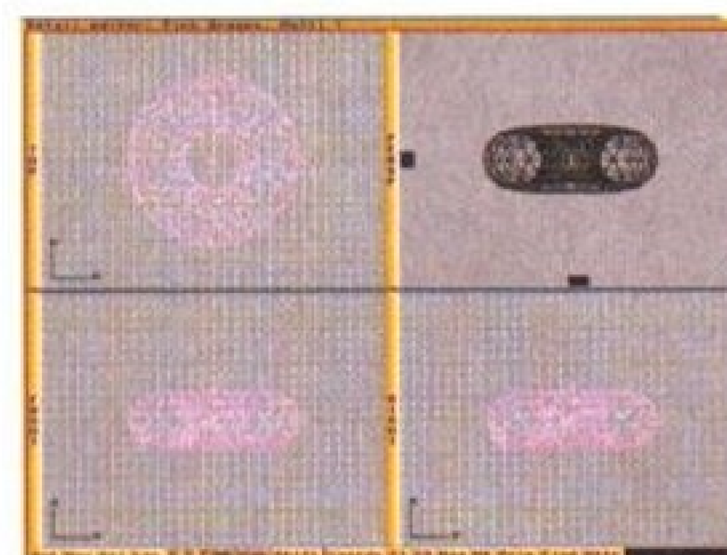
5 Select Functions/Add/Primitive. A Primitive Types requester will appear.



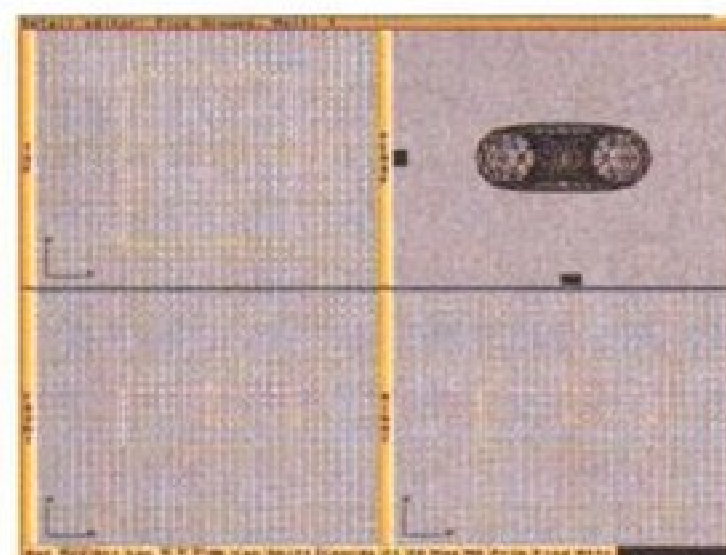
6 Click once on the Torus button. The Torus Parameters requester will appear.



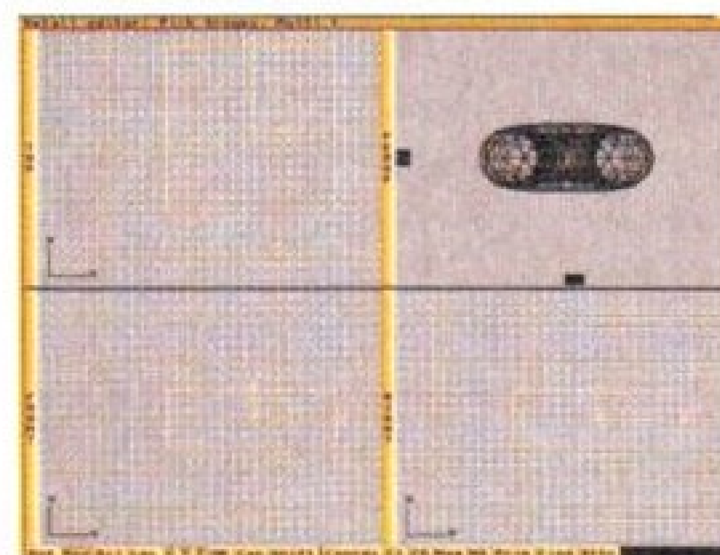
7 Click on the OK button. The default parameters will be accepted, you will be returned to the Detail Editor and an orange 'wireframe' torus will be placed in the centre of each 'edit' window.



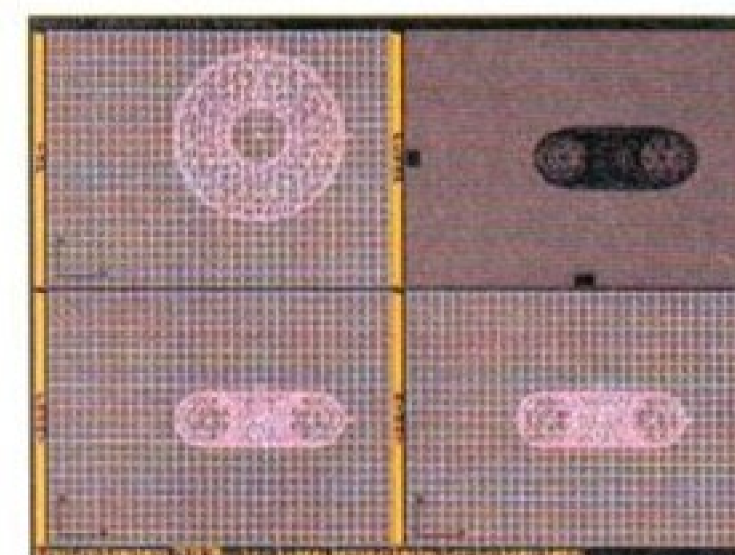
8 At the centre of each object in the edit windows is a small yellow square. This is the control point or 'axis'. In the TOP window click once on this point. The orange torus turns purple showing that has been picked.



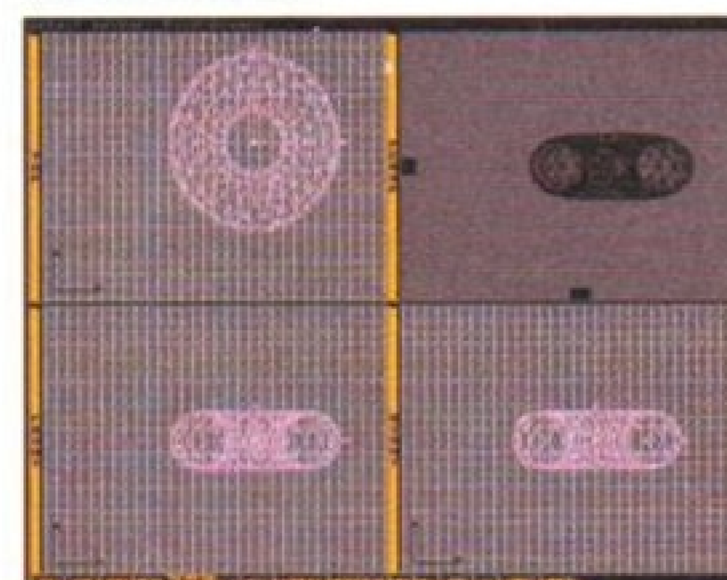
9 At the bottom of the screen is a button marked MOV (move). Click once on this. The purple torus is replaced by an orange 'bounding box'.



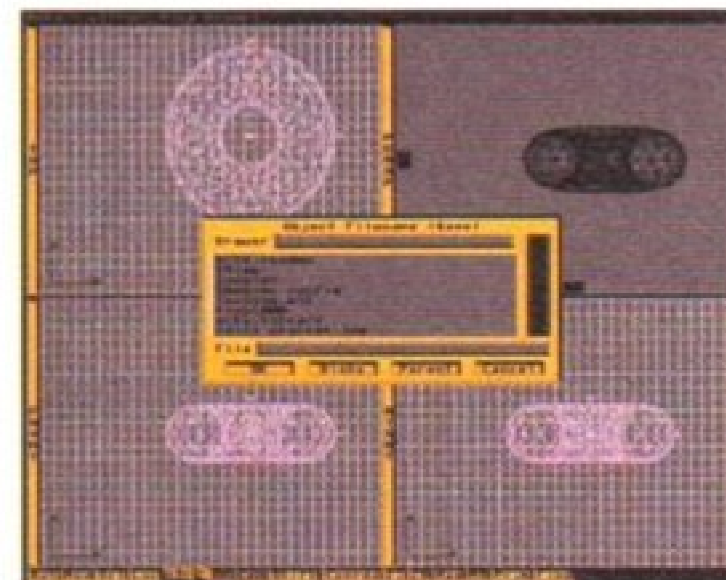
10 In the TOP window move the pointer over this box and drag it up the screen and to the right a little (1cm).



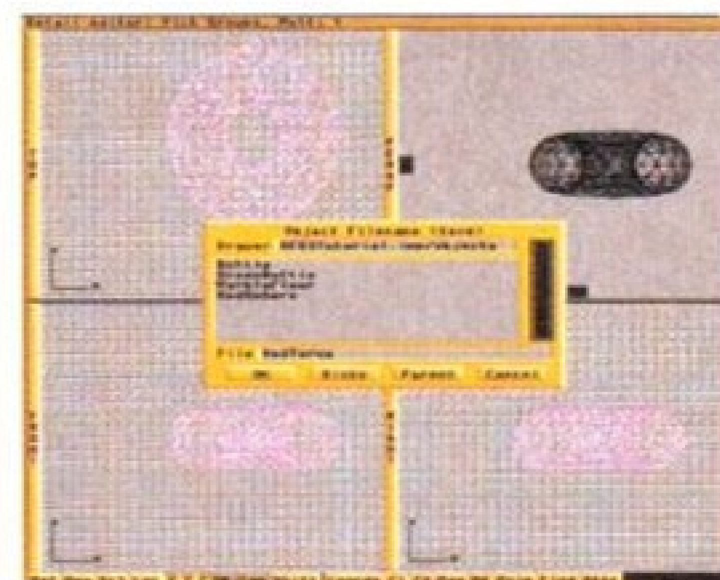
11 Click once on the OK button at the bottom of the screen. The bounding box is replaced by the purple torus.



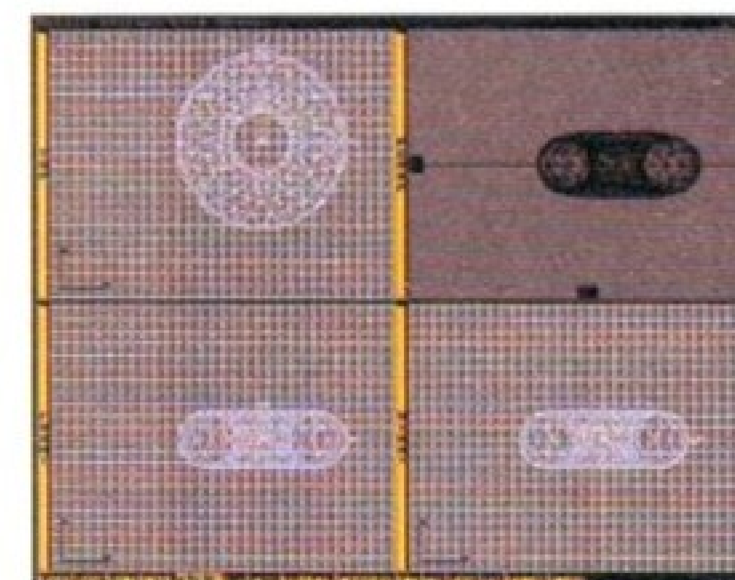
15 Click on the OK button. You are returned to the Detail Editor.



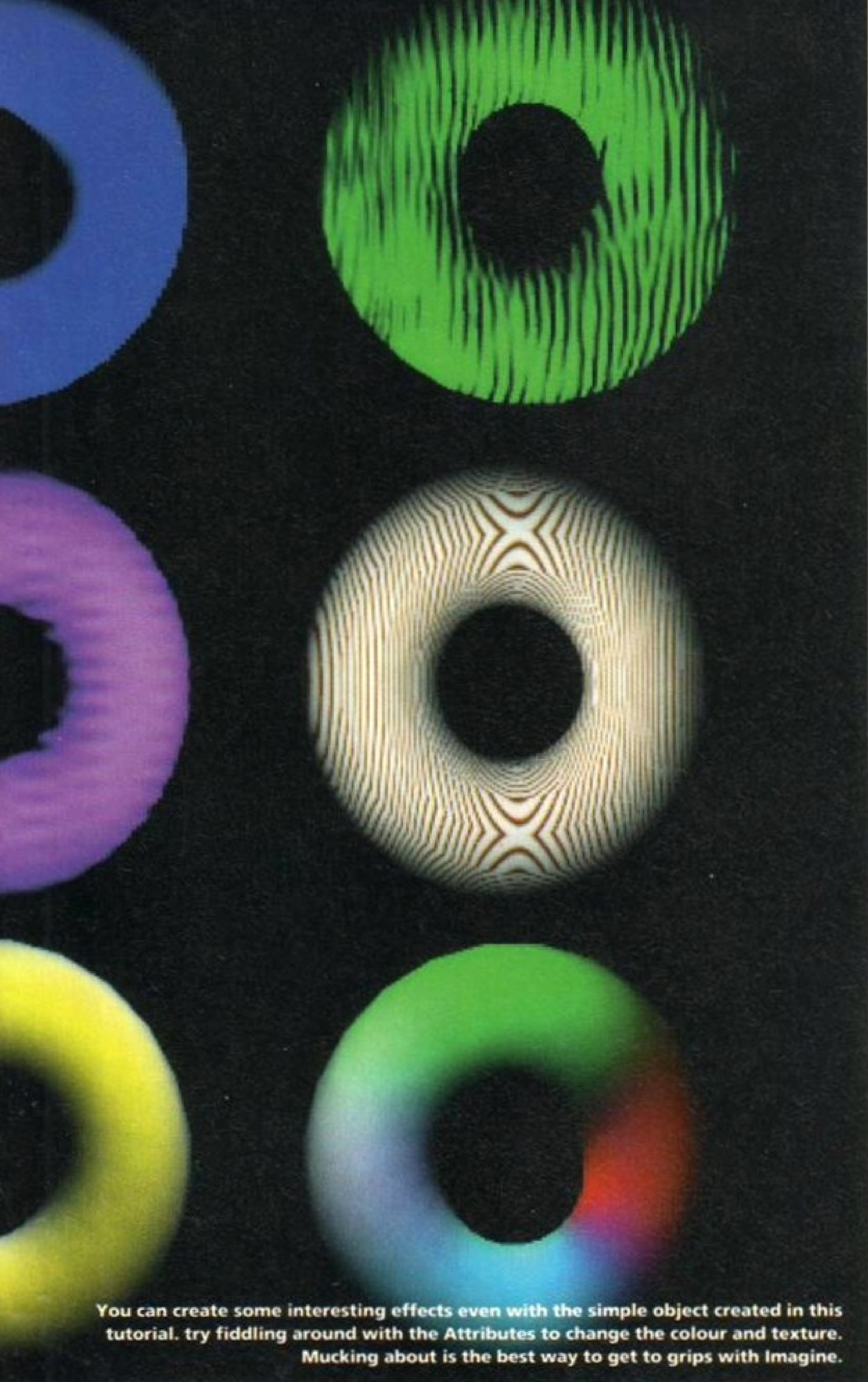
16 Make sure that the object you are saving – torus? – is picked (blue or purple). Select Object/Save. The File Save requester appears.



17 Click once on the name of your project in the requester and again on the Objects drawer. Type the name of the object into the File box and press return. The object is saved to disk for later use.



18 Select Functions/Add/Ground. A Ground Plane is added to the editor.


You can create some interesting effects even with the simple object created in this tutorial. try fiddling around with the Attributes to change the colour and texture. Mucking about is the best way to get to grips with Imagine.

## SELECTING AND PICKING

The *Imagine* conventions for selecting and picking objects seem rather complex, but once understood they are straightforward and very powerful.

Normal objects are black in the edit windows. Any one object can be Selected (Orange). The Select Next and Select Previous menu commands allow objects with superimposed axis (control) points to be isolated. New objects are always Selected when placed on screen.

Clicking on the yellow axis point will Pick an object turning it Blue. If it is Selected and Picked an object will turn Purple.

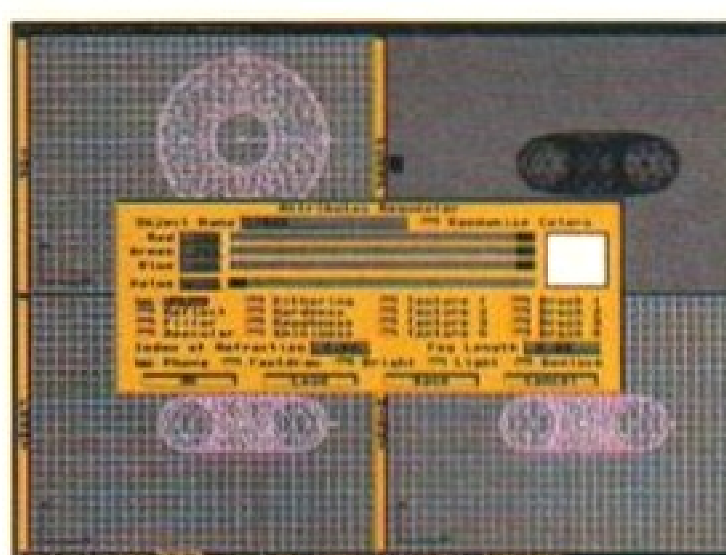
Any number of objects can be Picked at once by holding down the Shift key and clicking on each axis in turn – a convention for multi-selection in almost every program on most platforms such as file selection on the Amiga Workbench.

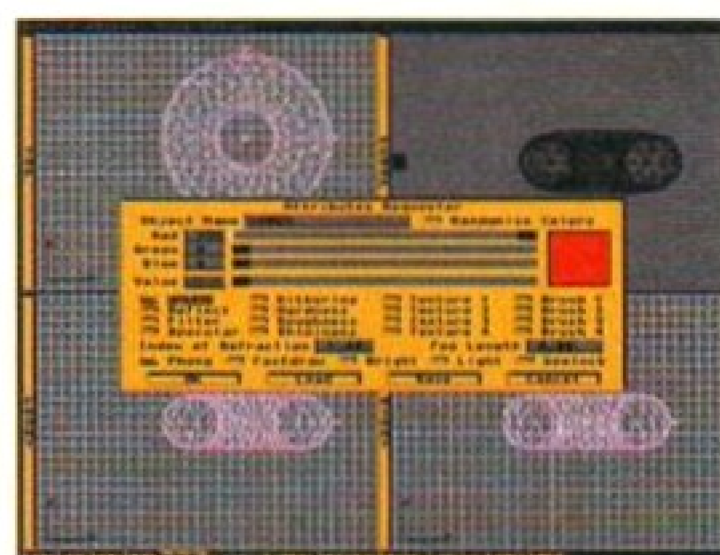
To summarise:

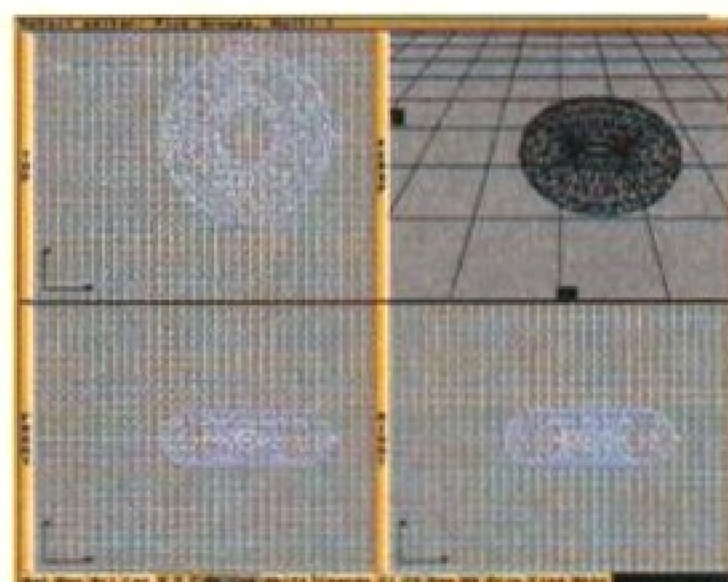
- Only one object can be Selected (Orange), isolating it.
- Any Object(s) can be Picked (blue) allowing it/them to be acted upon – transformed, grouped, saved, and so on.

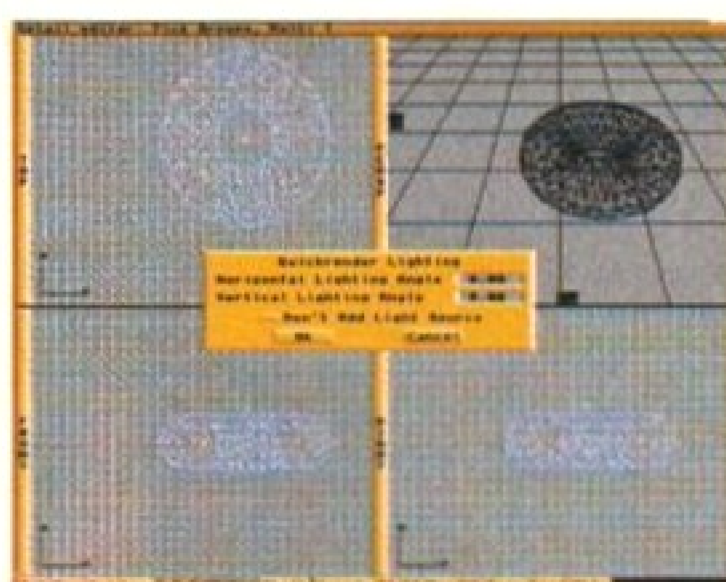
You have completed the first tutorial. The object, and therefore the image, produced are very simple, but obviously the principles used can be applied to more complex objects and scenes.

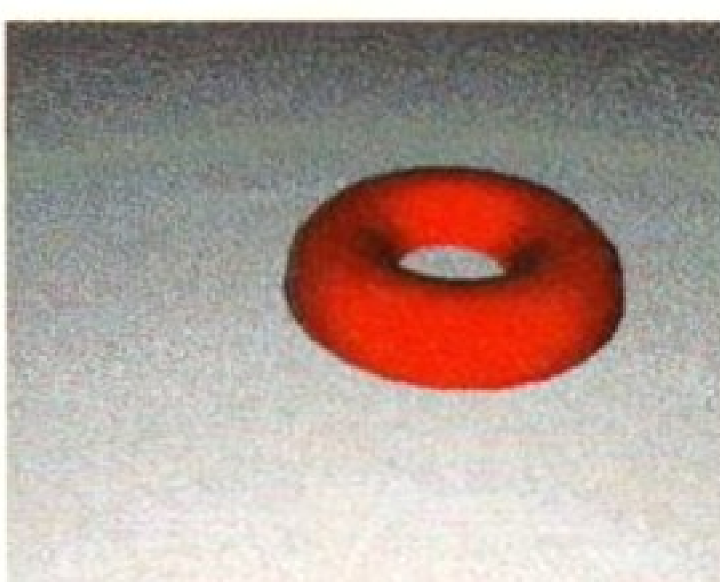

**12** From the menus select Object/Attributes. The Attributes requester appears.


**13** Click on the Color button to the left of the requester. The Red, Green, and Blue sliders and input boxes become active.


**14** Adjust the sliders or numeric boxes to produce a strong red colour in the sample box to the right of the sliders.


**19** In the perspective view (top right window), move the black square on the left up 1-2 cm. The ground plane can now be seen more easily (in the form of a grid).


**20** Select Project/Quickrender. The Quickrender Lighting requester appears.


**21** Select the OK button. The red torus is rendered in low resolution HAM mode bisected by the white Ground plane.

## IMAGINE TIPS

To understand *Imagine* better, here are a few explanatory notes to each of the points in this tutorial.

**2** As you read on, menu selections will be shown in the form Project/New.

**3** The requester will open in the drawer where *Imagine 2* is kept. Typing in a project name will create a new drawer where all parts of this project will be stored – scenes, objects, images, staging and specs. If you are working from floppy disks it would be better to select a newly formatted disk at this point. All data will be stored here.

**4** These four windows represent views into your working area or stage, each named on the left vertical bar. For example, TOP, looking down on to the stage from above; FRONT, viewing the stage from the audience; RIGHT, looking at the stage from the 'wings' on the audience's right side; and PERSP, a 'flying' perspective view of the stage set by you.

**5** These six object types are provided by the program to start you off. Other objects can be created by modifying these, or by joining several together.

**7** The 'wireframe' represents an object by drawing the edges of the triangular facets that Imagine uses to construct the framework or skeleton of its world.

**8** Picking an object allows it to be acted upon separately from the other (unpicked) objects by a particular tool.

**9** So that complex objects can be transformed and moved on screen easily in 'real time', they are replaced temporarily by the smallest rectangular box that would contain them – the bounding box.

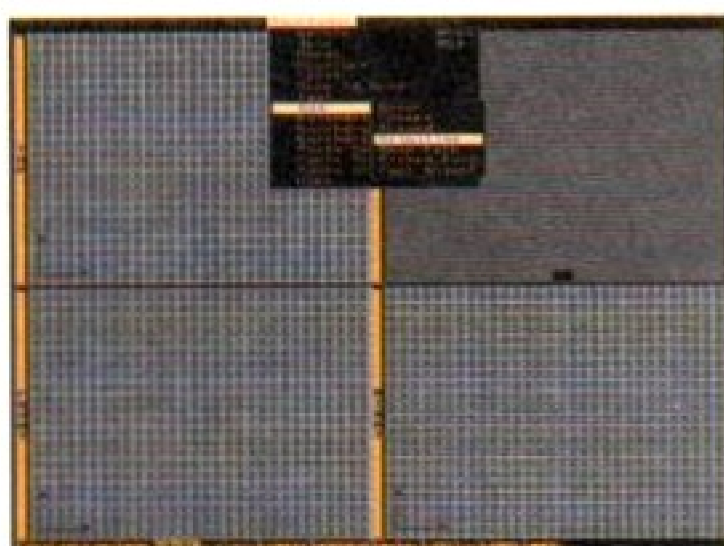
**10** At this point it is possible to move the object in any of the Edit windows, and by clicking ROT (rotate) or SCL (scale), carry out either of those transformations as well.

**12** This is complex requester that is at the heart of all material qualities in *Imagine*. It is described in more detail later, and will be the subject of a full tutorial later in this series. Watch out for it.

**14** Changes made to any numeric input box in Imagine will only take effect after the return key has been pressed. Usually this lesson is learned the hard way – by forgetting!

**15** The torus is bisected because the ground was created with its axis in the same place as that of the torus – level with the centre of the torus.

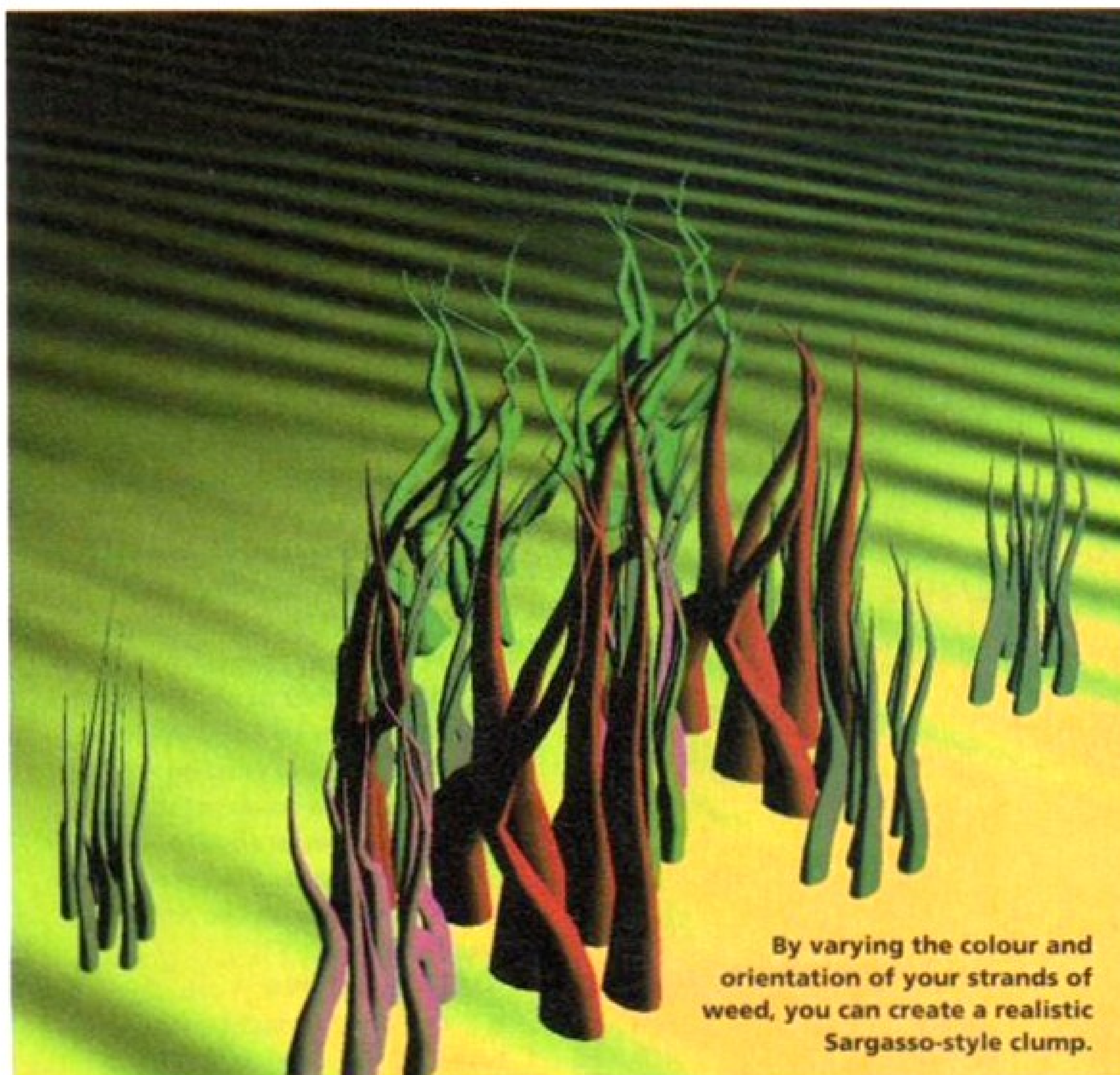
# IMAGINE PROJECT 2



1 Using Project 1, numbers 1-5, start a New Project (SeaLife?), move to the Detail Editor and Function/Add/Primitive Cone.



2 In Cone Parameters requester make Radius 5, Height 100, Circle Sections 5, and Vertical Sections 10. Click OK. Cone is drawn on screen and is Selected.



By varying the colour and orientation of your strands of weed, you can create a realistic Sargasso-style clump.

## IMAGINE TIPS

1 Shortcuts – press F5 or click the Prim button in user strip at screen bottom to give the Primitive Requester.

3 Shortcut – press Right Amiga key and C key together – shown in future as (RAm-C).

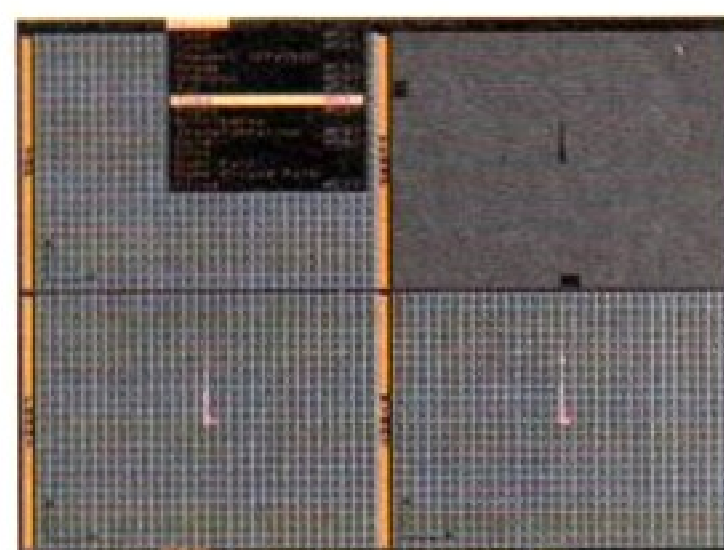
5 With practice, keyboard shortcuts can make this a quick, simple job. For example, RAm-P to paste, F1 to Pick Selection, M to activate Mov, LAlt-LAm-Cursor Keys to move, SpaceBar to place object, RAm-P to paste again, and so on.

6 At this point anything can be done to the picked cones – they can be deleted, saved, grouped, or joined as one object, with one axis point.

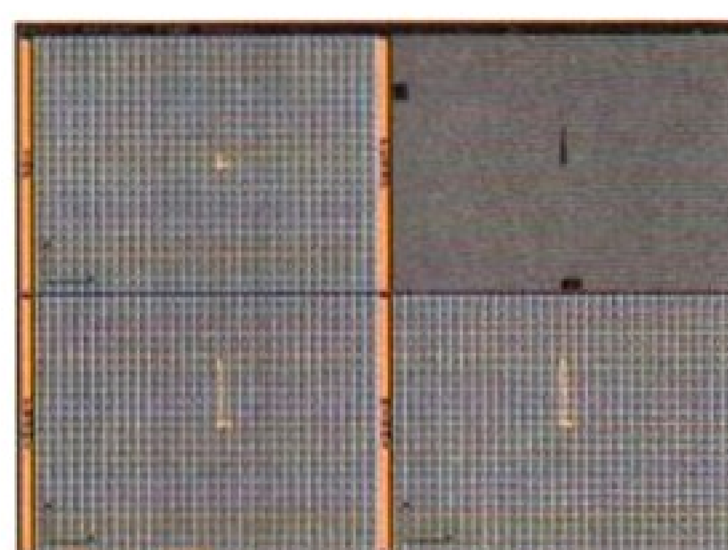
8 Any point(s) can now be selected (turning red) and moved with the mouse. Stay with the tutorial for now, though!

11 This is an immensely powerful means of modelling objects – the most intuitive system I have ever used on any desktop computer. It takes lots of practice to get what you want but it is worth the work.

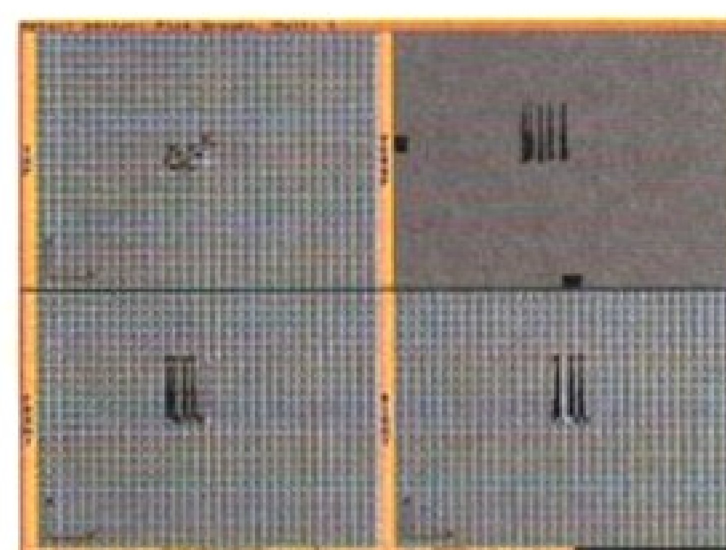
13 If you want to experiment, Specular can be set to 130,190,130 and Hardness to 240. Specular controls the colour of specular reflections (the reflections on shiny but not mirrored surfaces). Hardness controls the size of these reflections.



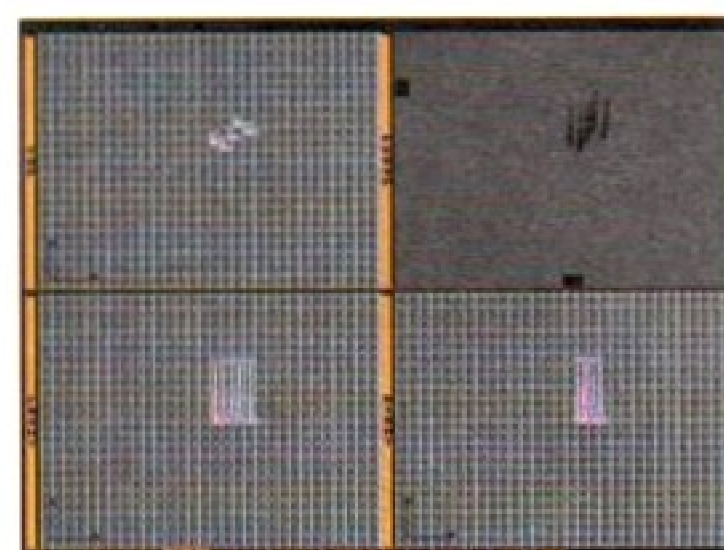
3 Click Axis point of cone to pick (or F1 to Pick Selection), and Copy using Object/Copy.



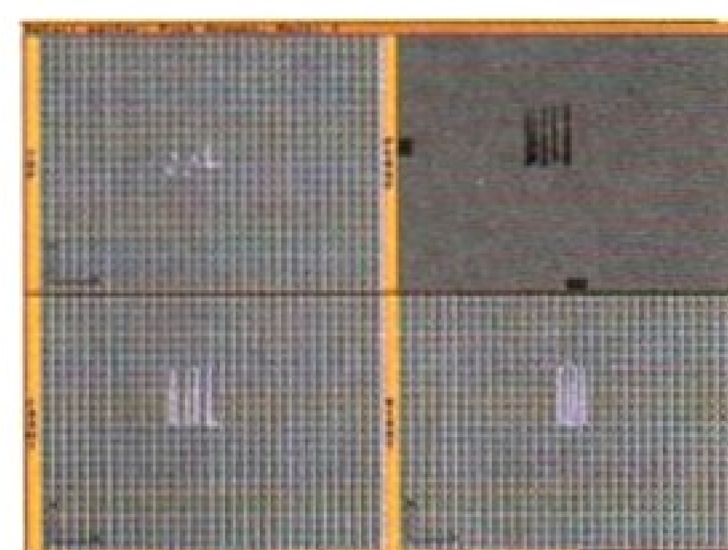
4 Using the Mov button on the User Strip, move the picked cone a small distance in the Top view. (See Project 1, numbers 8, 9, 10 & 11.)



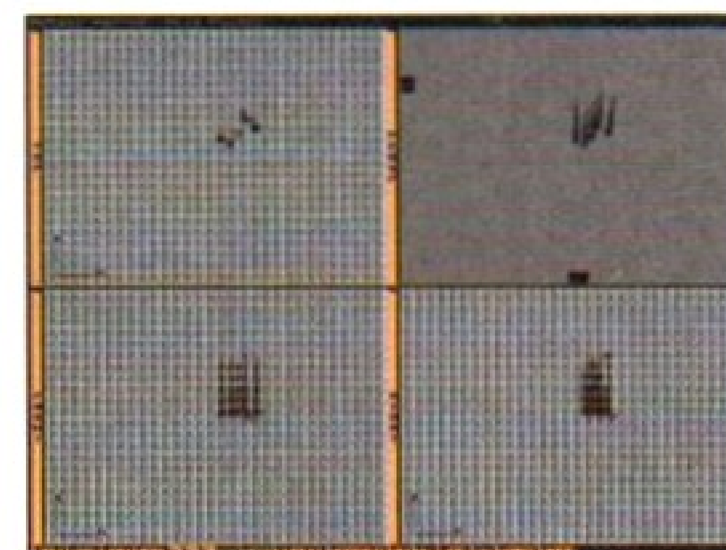
5 Paste several (5 or 6) new copies of the cone with Object/Paste (RAm-P), moving them in turn close to the first one.



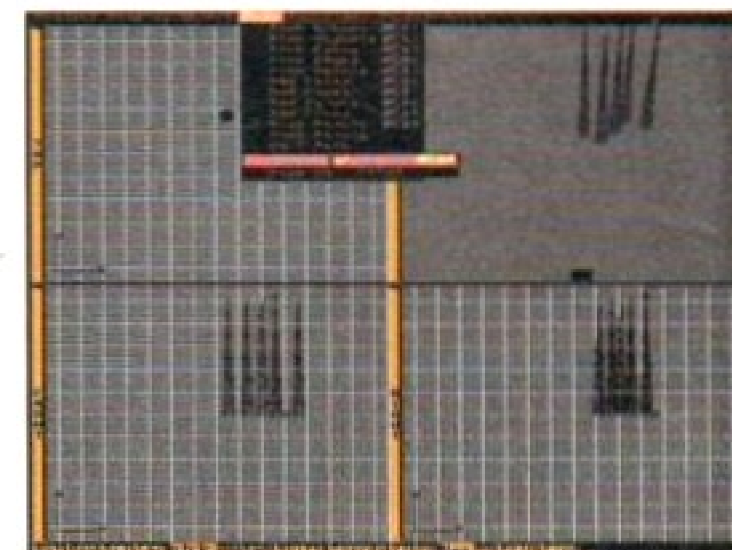
6 In the Top view, Shift Click on each axis to multi-pick all of the cones – they all turn blue except the most recently pasted which turns purple.



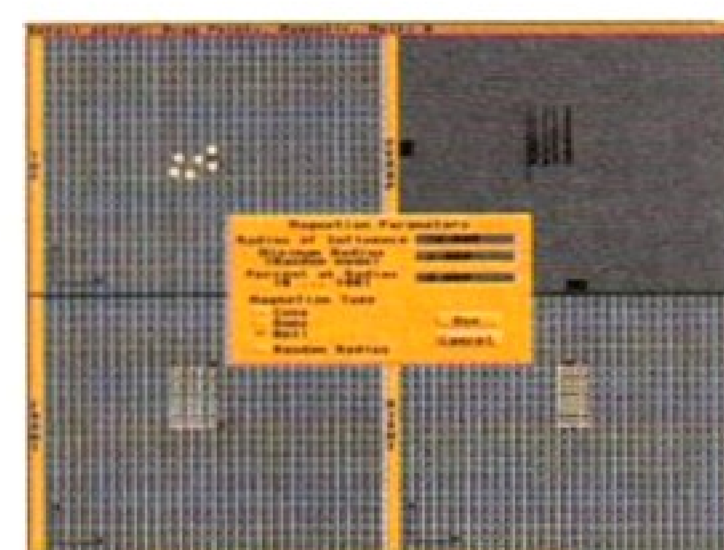
7 Choose menu Function/Join. The cones are joined to a single axis allowing Drag Points to operate globally. Save the object in the SeaLife/ Objects drawer as Cones. (See Project 1, numbers 16-17.)



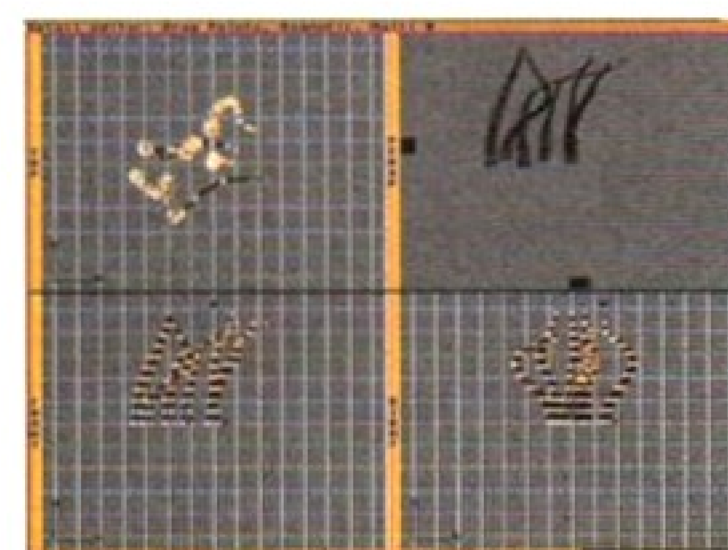
8 Switch to Drag Points mode using the Mode/Drag Points menu or RAm-0. All of the points in each cone become highlighted in pale yellow.



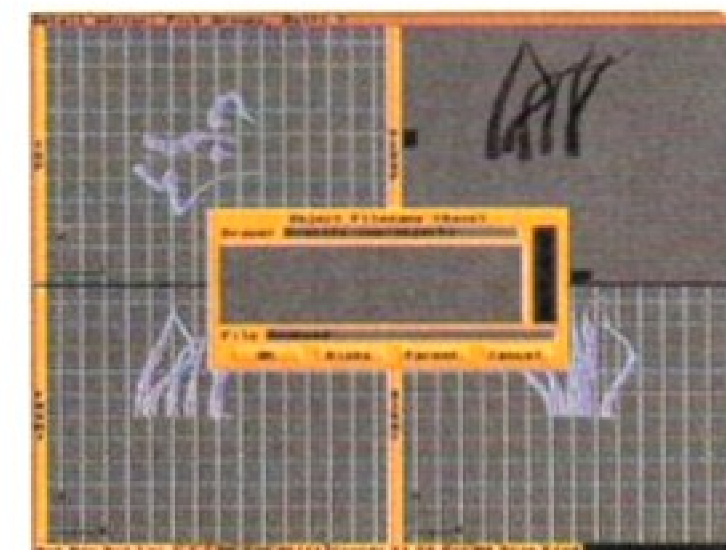
9 Turn on Magnetism with the Mode/Magnetism/On menu or the Mag button. A tick appears next to the menu selection and Drag Points, Magnetic in the status bar.



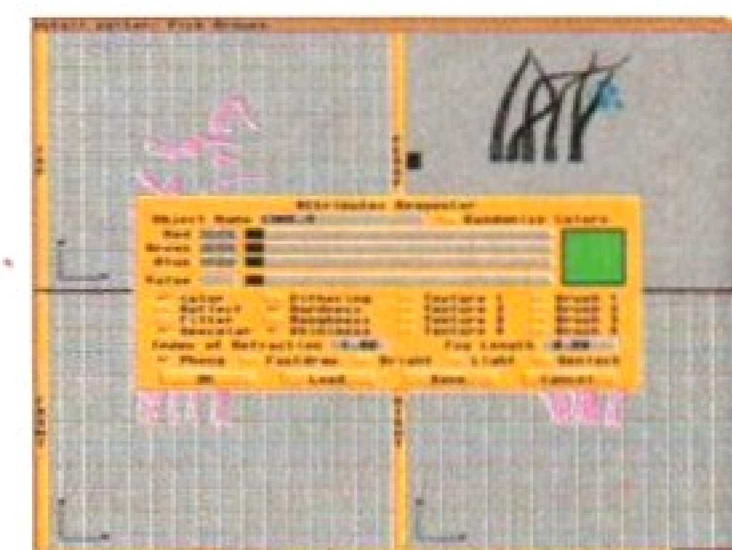
10 Set the Magnetism parameters with the Mode/Magnetism/Setup menu. A requester appears. Use Radius 70, Minimum of 3, % at radius of 0, and Bell type for now.



11 OK the requester and try moving the cones as shown in this picture to get an organic waving effect. If you make a mistake RAm-U will UNDO only the last move.



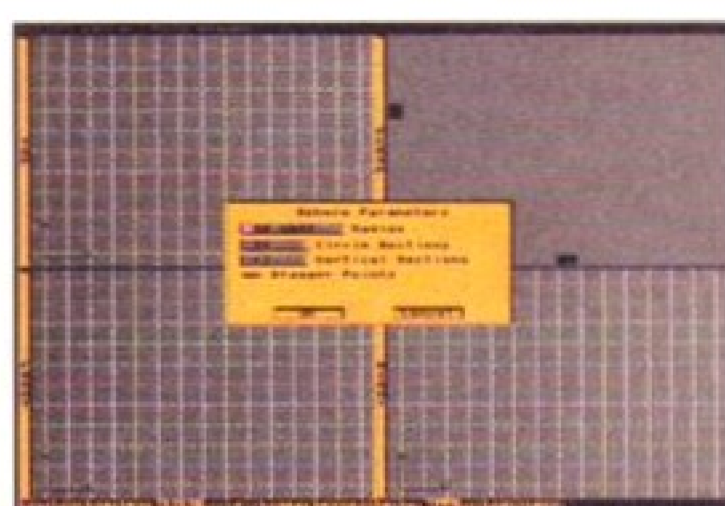
12 Once you have a pleasing form return to Pick Group Mode – Mode/PickGroup or RAm-1. Scale the object down to about 20% using the Scl button and Save as SeaWeed.



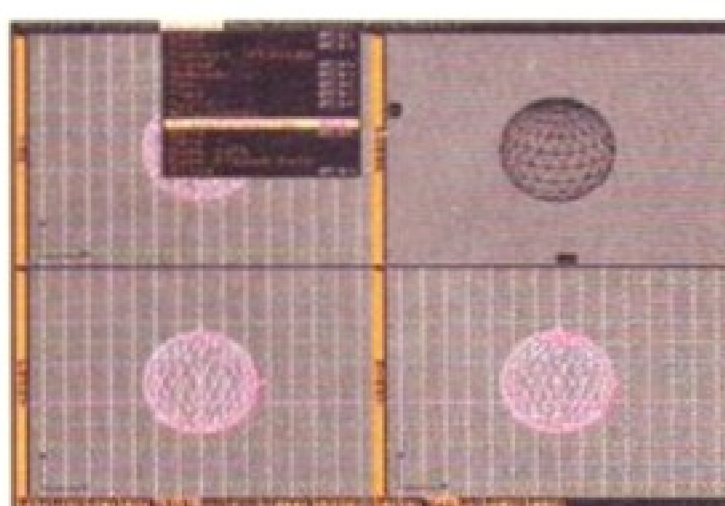
13 To give the weed some colour use the Object/Attributes menu or F7. The Attributes Requester appears. Set Colour to 0,130,0 (RGB). Click OK and save the Weed again (click "Yes" to overwrite).

# IMAGINE PROJECT 3

The various fish and the shark in this image were all constructed from the same basic object, and were manipulated to create different effects.



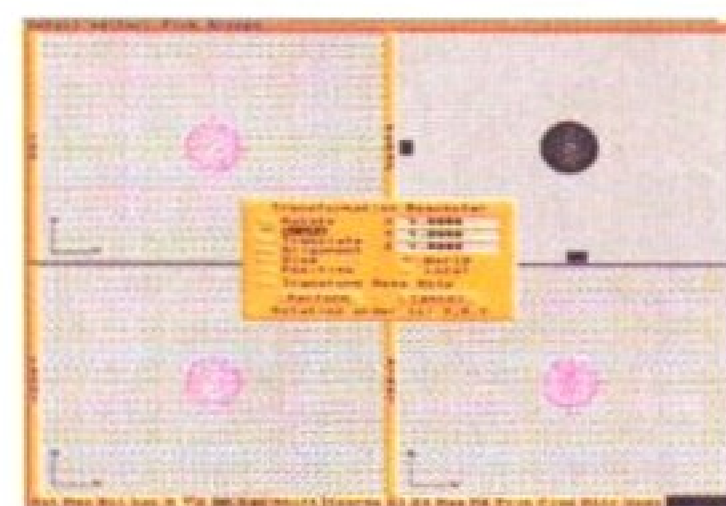
**1** Let's make a fish! Delete the now saved SeaWeed from the Detail editor and Add a Primitive Sphere. Click OK in the Parameters requester to accept the defaults. A Selected sphere appears.



**2** Pick the object with F1 and choose Object/Transformation. The Transformation requester appears.



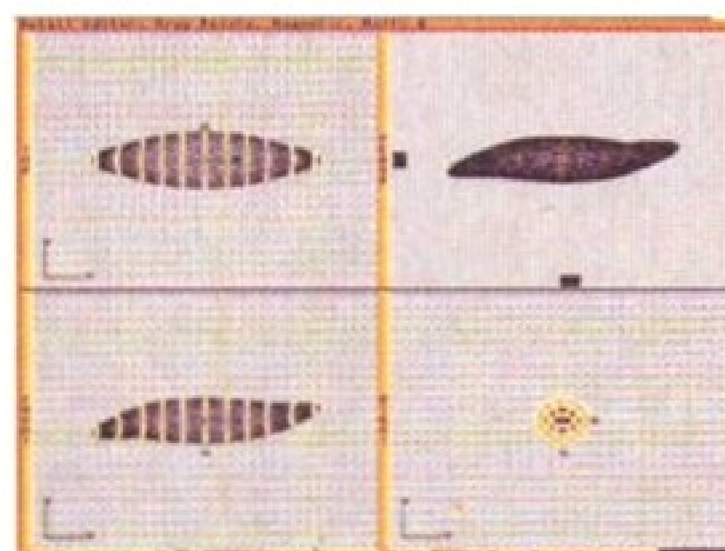
**3** We want to rotate the sphere 90 degrees around the Y axis. Click on the Rotate button – click in the Y box and type 90.00. Be sure to press <ret> to confirm the angle. Click on Perform – the Sphere rotates.



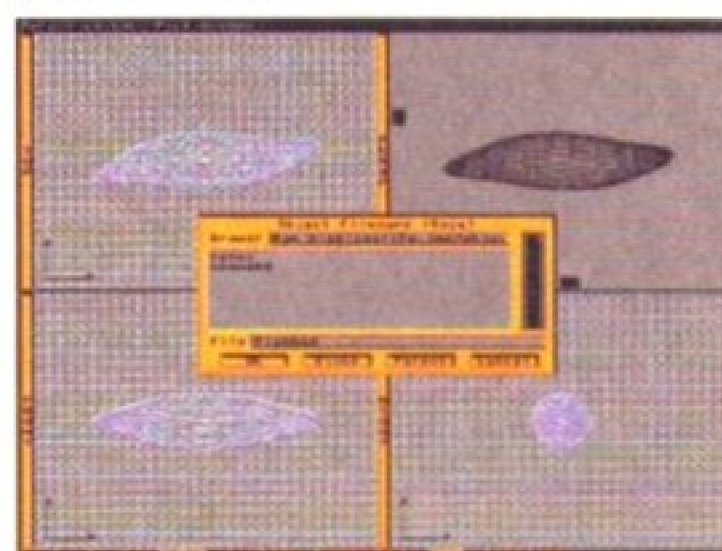
**4** Bring back the Transformation requester and click on the Scale button – click on World, then in the X box and type 3.00 and press return. Click on Perform. Repeat the scaling process this time typing 0.8 in the Z box.



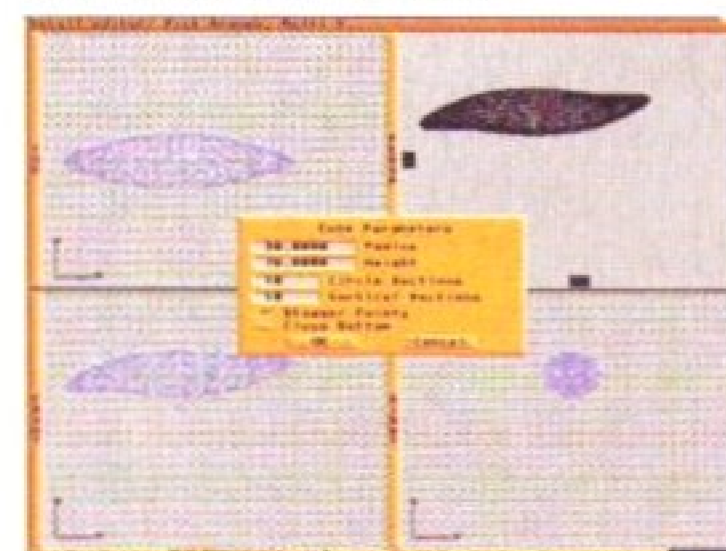
**5** Switch into Drag Points mode, turn on Magnetism and bring up the Magnetism setup requester. (See Project 2, numbers 8, 9 & 10.) Use Radius 100, Minimum of 3, % at radius of 0, and Bell type for now.



**6** Using the Front view, move the pointer to one end of the object and 'grab' a point. All of the points at that end become selected and it is easy to drag them to the shape shown.

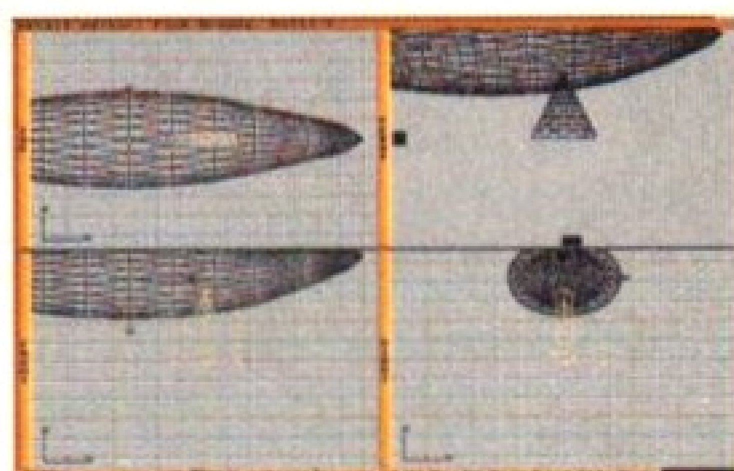


**7** Return to PickGroup mode (RAm-1) and save the object as FishBod. Use Mov button to move it away but still visible in the front view.

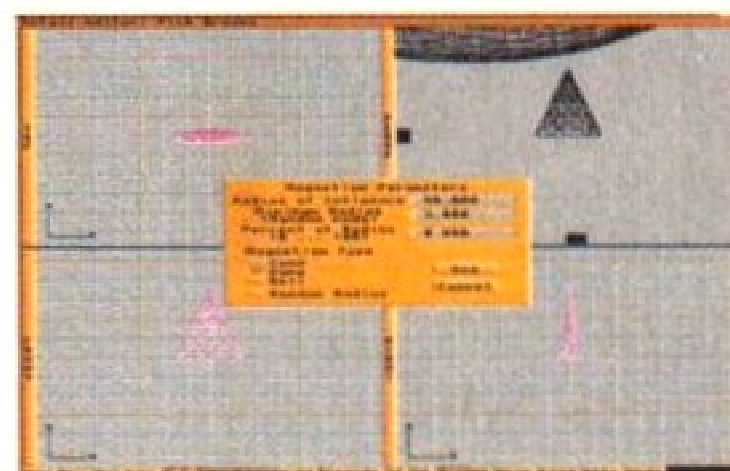


**8** Function/Add/Primitive a Cone with Radius = 30, Height = 70, Circle Sections = 10, and Vertical Sections = 10. This will become a Fin.

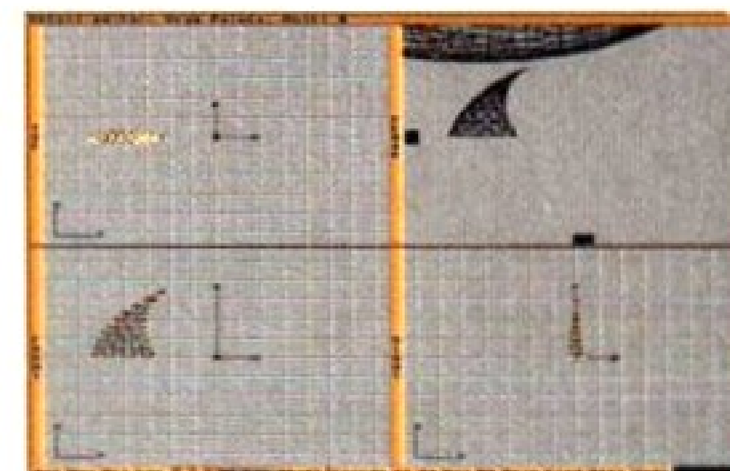




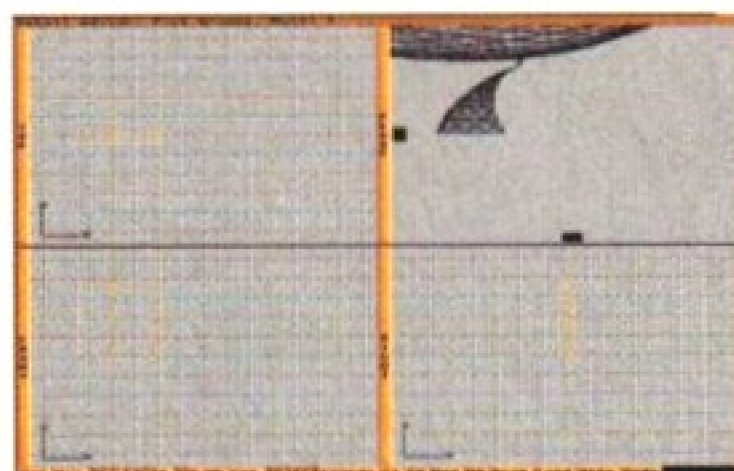
**9** Click on the Cone axis and click the Scl button. It needs to be thinner along the Y axis so make sure that only the Y button on the User Strip is depressed. Now reduce the orange bounding-box by dragging down the screen. Click the SpaceBar to return to PickGroup Mode.



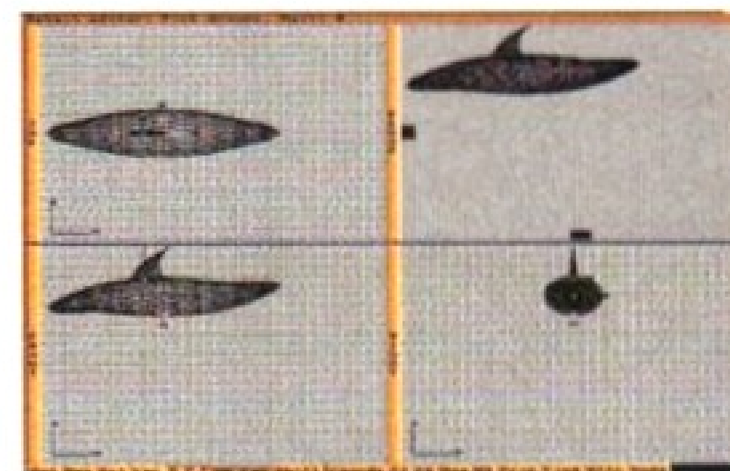
**10** Magnetism can be used now to give the characteristic Sharks fin look. Press LAm-0 to enter Drag Points mode, F10 to turn on Magnetism and the MS button on the User Strip to set the parameters. Use Radius = 80, 0 per cent at radius and Dome type.



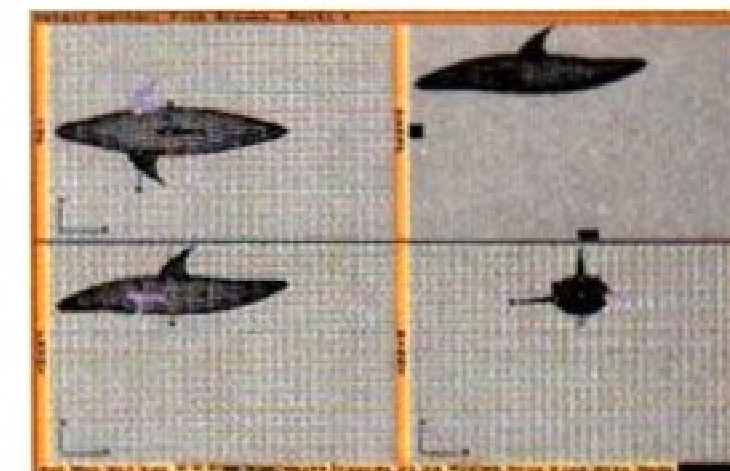
**11** In the front view, select the middle point along the bottom of the cone and drag to the left for the best curves. With a radius of 80, the top point moves little but the axis is still left behind.



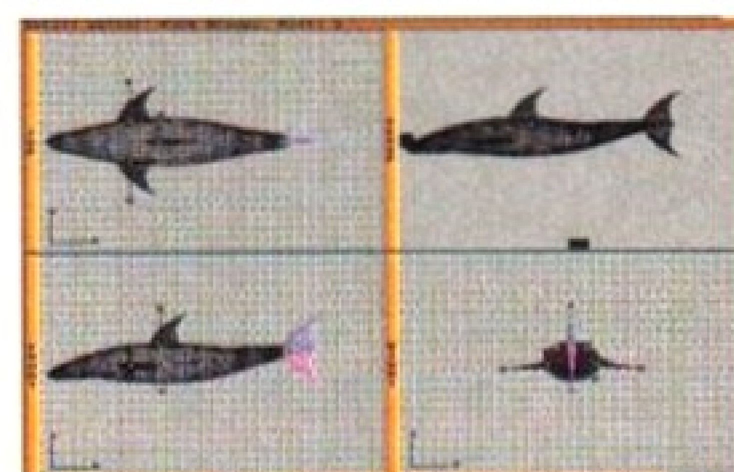
**12** To move the axis, return to Pick Group mode (RAm-1), press the Shift button on the User strip and then on Mov. The axis can now be moved back into the bounding box in the front view. This will save confusion later. Press SpaceBar.



**13** Save the Fin and then move it to the Sharks back with Mov. It should be the right size, but it could be scaled at this point with Scl using all three axes buttons (XYZ) depressed. A Sharks side fins are similar to its dorsal fin so two copies can be made and rotated to the sides. Make a copy of the Picked dorsal fin using the Object/Copy menu.



**14** Paste the copy back with RAm-P and Pick it with F1. (It is already Selected (Orange) as are all new objects.) Click on Rot on the User Strip and ensure that only the X button is depressed (to rotate around the X axis). In the Right view rotate the fin to just below the horizontal, press Mov and move it to the side. Repeat for the other side.



**15** The tail fins are again similar to the dorsal fin. Paste another copy and Move it to the tail area. Copy (RAm-C) again and Paste (RAm-P). Pick the newly selected tailfin and use Transformation to rotate it 180 degrees around X, and you have the basic form of a fish.

**16** It is an easy job to modify the details to make this fish look more accurate or to transform it into something else. As usual, the best tool is Magnetism. Butyou should save the basic model first. At the moment it is made up of lots of bits. These should be grouped together so that they can be manipulated and saved as a single object. Holding the Shift key down click on the axis points of the objects in order – body, dorsal fin, side fins, tail fins. Each object will become picked (blue). Group the fish object with RAm-G or the Object/Group menu. Now save this new object as FishBase. This will become the basis for any other fish objects that we may wish to create.

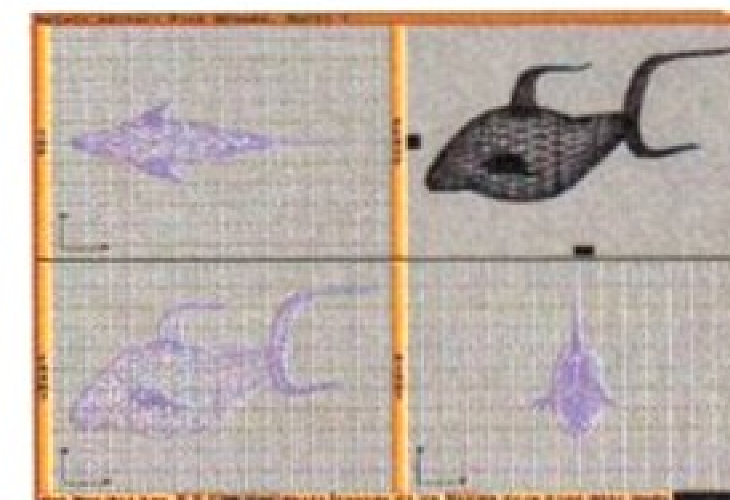
**17** Now we can make some adjustments. Let's start with the tail. Shift-click on the tail axis twice to pick top and bottom. Use the Function/Join menu to join them together. Enter Drag Points mode with RAm-0 and bring up the Magnetism Parameters requester. Set Radius=70, 0 per cent at radius and Bell type. Grab the top tip of the fin and extend it; then grab the bottom tip and shorten it. Finally grab the rearmost junction of the two fins and make an indentation. Use the Transformation Requester to Scale the fish object down by 50 per cent (X = 0.5, Y = 0.5, Z = 0.5). Save as Fish1. You can experiment with different scaling factors to produce different shaped fish (like flatfish for example).



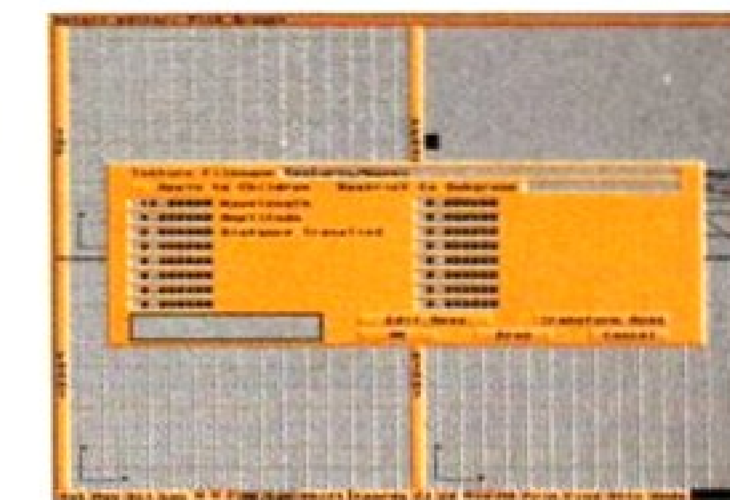
**18** The last job is to give the fish colour and texture. This is done, as before, in the Attributes requester. Pick the whole object. Bring up the Attributes requester by pressing F7. Set them as follows: Colour 70, 110, 120. Specular 110,150, 170. Hardness 55. Roughness 34.



**19** Click on the Texture1 box. This brings up a file requester. Find the Textures drawer and choose Camo. Change Colour 1 to 180,180, 200 and enter any random seed. OK the Textures and Attributes requesters and save the fish again.



**20** Just to show the versatility of the program, we will transform the fish with a few clicks. First pick it all. Then using the Scl button scale up in the Z axis (Z button depressed) then scale down uniformly (X, Y, Z buttons depressed). Use the Transformation Requester to Scale the fish down by 90 per cent (X = 0.1, Y = 0.1, Z = 0.1). Save as Fish2.



**21** The very last object is the sea bottom and is very easy. Use the Function/Add/Ground menu to provide a simple Ground level. Choose Attributes and set them to: Colour 255, 200, 93 – Roughness 15. Then add the Waves texture set to Wavelength 18, Amplitude 4. Save as SandyBed.

## IMAGINE TIPS

**2** For precise moves (translation), rotations, and scaling, and interactive information on exact position, size and alignment.

**4** It is possible to transform all of these parameters at once, but working out in which order the rotations and scaling actions will take place is a nightmare so you should do them one at a time.

**14** You may want to move the dorsal fin back a little to be accurate. In fact some sharks have two smaller fins nearer the tail as well and extra side fins elsewhere – as well as gills, a mouth and teeth that are not shown here. In fact, one of the tricks of rendering with limited memory or speed/time is knowing what sort of detail to leave off. If you want to try adding these features or modifying the bits you have you are welcome! That sort of experiment is how you really learn a program.

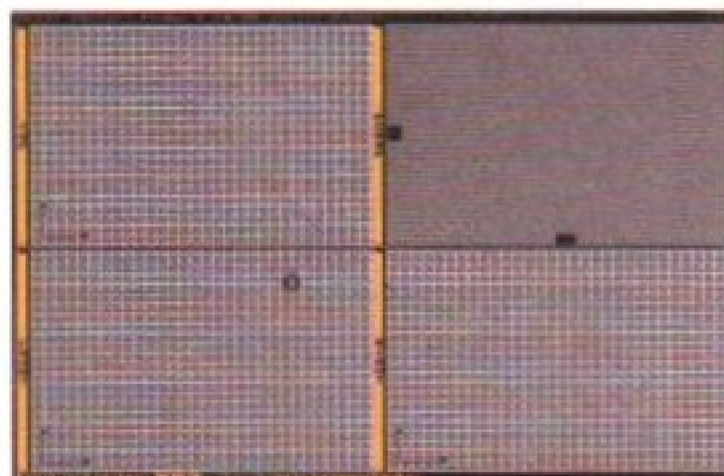
**16** Note how the lines linking the various axis points originate at the first object picked, the body. In future clicking on this will pick the whole object; clicking on any other axis will pick just that part. This allows transformations, and so on, to be applied to bits or the whole.

**19** By not selecting the 'Apply to Children' box in the Textures requester, the Camo texture is only applied to the body of the shark, not the fins. The other attributes WILL apply.

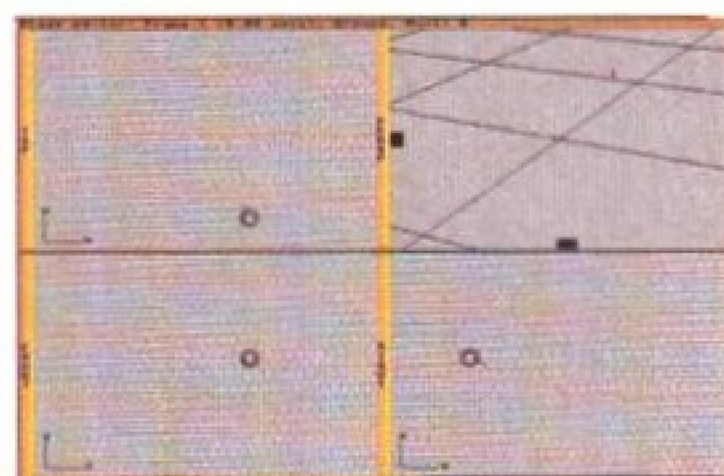
# IMAGINE PROJECT 4



Your final image should look something like this. This is a 24-bit image – the quality of your image will depend on your hardware as well as your Imagine skills.



**1** Now we are ready to put all of these bits together and render them. Using the Project menu move to the Stage Editor.



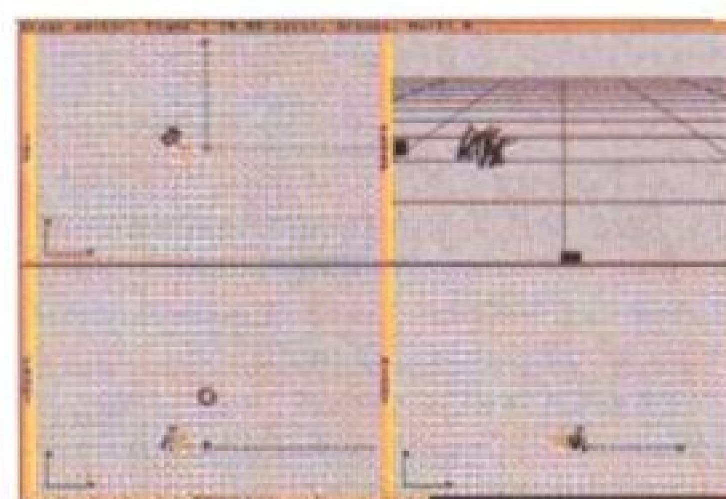
**2** Using the Object/Load menu (RAm-L), load the ground plane, 'SandyBed'. The perspective view shows the ground grid from a rather high viewpoint.

## IMAGINE TIPS

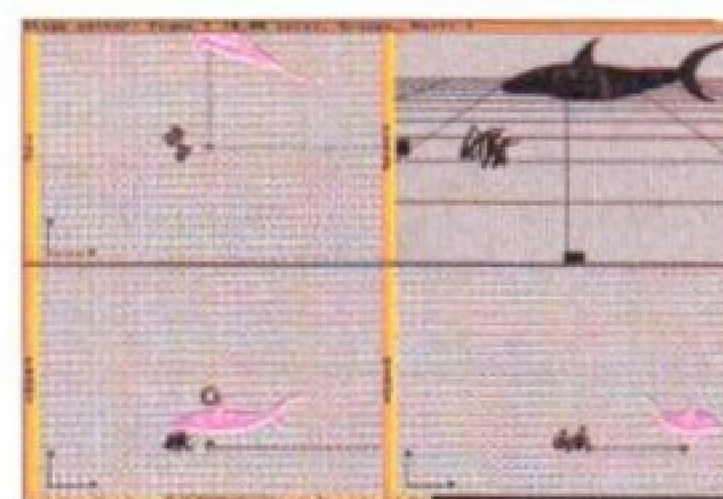
**1** At first sight this looks identical to the Detail editor except for the buttons on the User Strip and the menu selections. If you zoom the view out (with the ZO button on the User Strip or RAm-O), a circular 'gadget' can be seen in the views. This is the camera, the line indicating its direction of view. By default the view in the perspective window is the same as that in the detail editor, reflecting the state of the other views. Choosing Camera View on the Display menu shows the view from this camera. It can be adjusted using the Mov and Rot buttons like any other object.



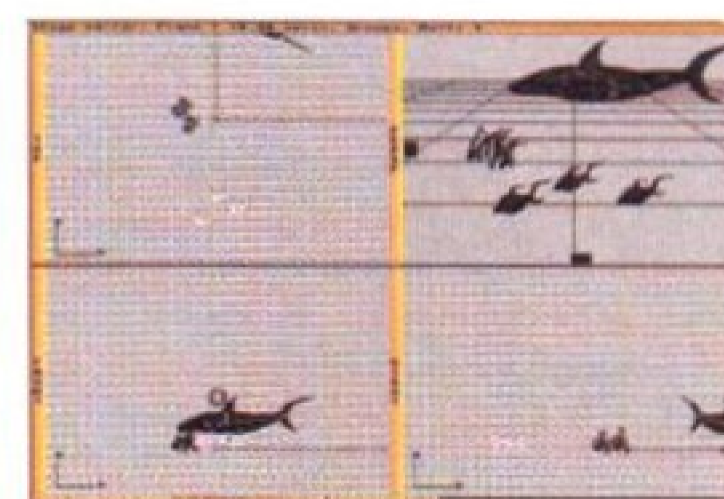
**3** Click on the 'Camera' – it becomes Picked. Bring up the Transformation requester using RAm-T. Change the default settings to: Alignment X=-10, Y=0, Z=0. Position X=0, Y=-500, Z=100 . Click on Perform and the camera will be moved and re-oriented as we need it.



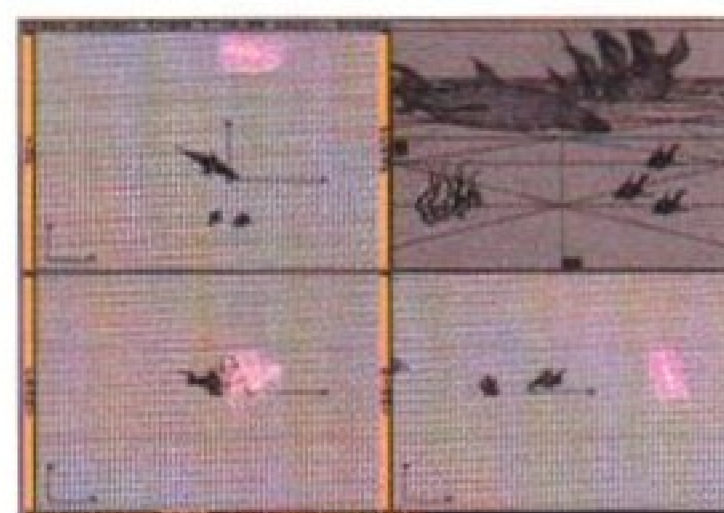
**4** Load the SeaWeed with the Object/Load menu. Using the Mov button on the User Strip, in the Top view, move the weed to one side of the perspective view. Load a second clump of weed scaling and rotating it to differ slightly from the first.



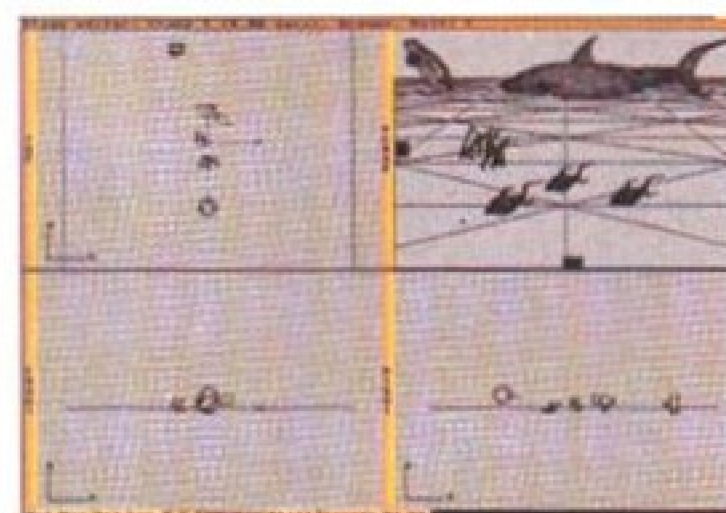
**5** Load the first fish 'Shark' with the Object/Load menu. Position it with Mov and Rot to be visible in the mid distance of the perspective view. Use the Project/Save Changes menu item to record what you have done to disk.



**6** Load the second fish with the Object/Load menu. Position it with Mov and Rot to be visible in the foreground of the perspective view. Load two or three more of these smaller fish and position as a 'school'.



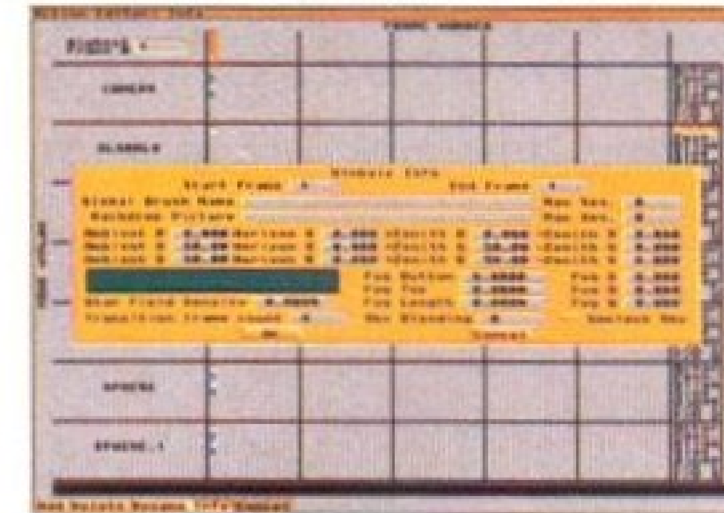
**7** For some added interest load one of the objects provided on disk. The Galleon or the Car could be half buried off in the distance.



**8** If any of this stuff is going to be seen in the final render it must be illuminated. Lights are shown as circular gadgets which can be picked and moved In this case the light needs to be moved above the central scene. Use Project/SaveChanges.



**9** The final modifications to the scene need to be carried out in the Action editor. Move to the Action editor using the Project/Action Editor menu. Each object, camera and light, is recorded here.



**10** Next to the Globals heading is a red dot. Click on this and the Globals Requester appears. In this make the Ambient RGB values equal 0,50,50. This will make all shadows a dark greenish blue. OK to return to the Action Editor.



**11** Somewhere in the Action Editor list should also be a Lightsource heading. You may need to use the black 'scroll bar' on the right to reveal it. Click on the top, red dot next to the heading and the Light Source requester appears. Click in the Cast Shadows and Diminish intensity boxes. OK the requester.



**12** Use the Project/ProjectEditor menu to switch to the Project Editor. Click on the New button to set up a new render. In the file requester type SmlTest1 for a test render. A Render Parameters requester will appear. Click in the ILBM-24bit, HiRes and Lace boxes to check them. Check that Scanline Mode is selected and click on OK.



**13** Click on the number one in the first 'film-strip' frame and then on the Generate button. An image will be rendered. It can then be viewed in your stated viewmode by selecting the number – now with a * beneath it – and clicking on show. It can be viewed in a much better way in ASDG's ADPro or even ViewTek.

## NEXT MONTH

In the next issue of *Amiga Format* we will be giving you another full tutorial to help you get the most from *Imagine 2.0*. The subjects covered will include how to set up the configuration preferences to get *Imagine* to work the way you want it to.

There will also be an explanation of the Forms Editor, which will be a great relief to those of you who have already experimented with it.

Be with us next time, or be forever in the dark...

# EXPAND YOUR IMAGINATION

**Imagine a rendering package with bones...**
Consider rendering software with a bones feature which allows the motion of objects to be dictated by hierarchy.

**Imagine adding sound to your animations...**
Wouldn't it be great to have a 3D package that would enable you to load in a soundtrack to your editor screen so you can synchronise sound and motion?

**Imagine motion graphics...**
Your animations will look a whole lot better when you can edit motion speed on a segment by segment basis, simply by drawing curves on screen.

**Imagine particle dynamics...**
Have you ever wondered how neat it would be to be able to handle objects on a particle level, and to be able to morph, colour, texture and animate those particles?

**Imagine complex operations at the touch of a button...**
Macro key functions will allow you to perform repetitive or complex operations just by recording a series of actions in a script.

**Imagine Imagine 3.0...**
Well, you don't have to. Just fill out the coupon (below) and you will have your very own copy of what promises to be simply the best 3D rendering package ever produced for the Amiga.

Not content with giving you the best 3D rendering software on this month's Coverdisk, we are also going to offer you the opportunity to upgrade to the very latest version of *Imagine*.

*Imagine 3.0* is almost ready to start shipping, but already Impulse have been inundated with orders and upgrade requests from around the world. We know you won't want to wait around, so we've arranged a special deal that not only saves you money, but also means that you will be the first one on your street to be able to Imagine better.




## Imagine 3 upgrade order form

**Please give me a better imagination, Imagine 3.0 to be exact.**
**I enclose a cheque for the ridiculously low sum of £75**

Name ______________________

Address ______________________

______________________

__________ Post Code __________

Phone ______________________

Method of payment: (Tick as appropriate)
cheque ☐ Postal order ☐ Access ☐ Visa ☐
Card number ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ Expiry ☐☐ ☐☐

Please make cheques and postal orders payable to **Future Publishing Ltd.**

Send this coupon and your payment to Imagine 3 Offer, Future Publishing Ltd, Cary Court, Somerton, Somerset, TA11 6TB

Please allow 28 days for delivery Code: AFIMG

## AMIGA SWOPSHOP

Any readers who are interested in ray-tracing – and after seeing what you can do with this month's *Imagine* Coverdisk that should include most of you – might want to try logging on to Amiga Swopshop. This BBS has many files for *Imagine* and is the home of the *Imagine* and *Real 3D* Mail Echos.

Swopshop is regularly visited by programmers, artists and musicians who are only to willing to give help or assistance to those who need it.

You will also find a wealth of files and information on almost any subject you're interested in. No matter what your level of knowledge Amiga Swopshop has something for you – it features 65 file areas, over 200 mail areas covering 3 networks, and even has 41 on-line games.

You can call Amiga Swopshop BBS on 081-986 5964. All speeds from 1200 – 14400 HST/V32Bis 24 hours a day. They cater for non modem users as well and what's more it's all totally free!

For further details contact Jim Hendry on 081-985 3850, or write to this address: Amiga Swopshop BBS, 33 Iveagh Close, Victoria Park, Hackney London E9 7BW.

E-mail On 2:253/516 39:135/13 240:100/2"

**3D MODELLING HAS** always been one of the Amiga's strong points. Knowing this, the Bulletin Board Amiga Swopshop recently ran a competition to give users a chance to show what they could do.

A competition like this needs a judge who knows what he's talking about. So, the Swopshop approached Tim White, a noted artist whose work has graced the covers of hundreds of books. He's also had two books of his artwork published, *The Science Fiction and Fantasy World of Tim White* and *Chiaroscuro*. A third book of his artwork is nearing completion.

Recently, Tim has become involved with computers, producing the cover artwork for games such as *The Killing Game Show* and *Leander*, and the intro animation to Electronic Arts' *Space Hulk*.

Tim was impressed with the quality of the competition entries, although he was disappointed that many used the ray-tracing clichés such as the shiny ball over the chessboard. The winners came up with more original subject ideas. Judging this competition has prompted Tim to look into using computer illustrations for his commissions. "I think if you're daring enough," he says, "there are some wonderful things waiting to be done."

## WINNERS' COMMENTS

**ORGANIC CATEGORY: Andy Jones**

"I spent ages trying to think of an organic shape that would make a great picture, and finally I approached it from a different angle. The ripples are a very simple bumpmap, and the branches were created using *Real 3D*'s fractal trees. The whole thing was rendered at 960 x 768 with the anti-aliasing set to four, and it took an hour."

**PHOTOREALISTIC CATEGORY: Paul Rance**

"This took around three weeks in my spare time to set up. It makes heavy use of Essence algorithmic textures, and the only IFF brush maps are the wallpaper, paintings, and beer bottle label.

The hazy lamp effects were created by building a simple cone object and then giving it a low fog setting. The pictures and wallpaper were scanned using a JX100 scanner, and the beer label was hand drawn in *Opal Paint*. It was rendered at 768 x 576, and took around 13 hours."

**FANTASY CATEGORY: Chris Perigo**

"The B-Spline rabbit was originally intended to be one of several toys at a doll's tea party, but lack of time meant he dined alone. I'd wanted to do a picture that featured truly soft and fluffy textures, but I couldn't quite get the effect I was after. I ended up with an image which wasn't particularly organic or photorealistic, so I opted for the fantasy category."

**The Amiga Bulletin Board Amiga Swopshop recently ran a competition for aspiring 3D ray-tracers. Here, we show you the winners and find out what prominent science fiction illustrator Tim White thought of them.**

# AMIGA SW
# 3D COMPETIT



### ORGANIC CATEGORY WINNER

Produced using *Real 3D* on an A1500 with 68040 accelerator.
Rendering time: One hour.
By Andy Jones
Anerley, London

Tim White comments: "A stylish composition showing that simplicity of design can work wonderfully well. The empty areas become part of the whole rather than becoming dead spaces, as in some of the other entries. The beautiful ripples are excellent, the colouring subtle and tasteful. The whole image works as a cohesive unit – brilliant!

"It may be a bit Japanesey, but so what?"

## PHOTO REALISTIC CATEGORY WINNER

Produced using *Imagine 2* on a A4000/040 with 18Mb of RAM.
By Paul Rance
South Ruislip, Middlesex

Tim White comments: "This picture has lots of atmosphere. The room is realistic and has a warmth to it. All that dark wood and those patterned surfaces give it a sombre glow. All the objects are convincing; the two paintings – a Van Gogh and a Van Eyck – are well known; I feel it might have been better with unknown works.

"Everything works well apart from the plant, which seems to be from outer space! However, this little construct makes the whole picture for me, giving it a faintly bizarre surrealism. Probably unintentional, but this has made it a spontaneous masterpiece."



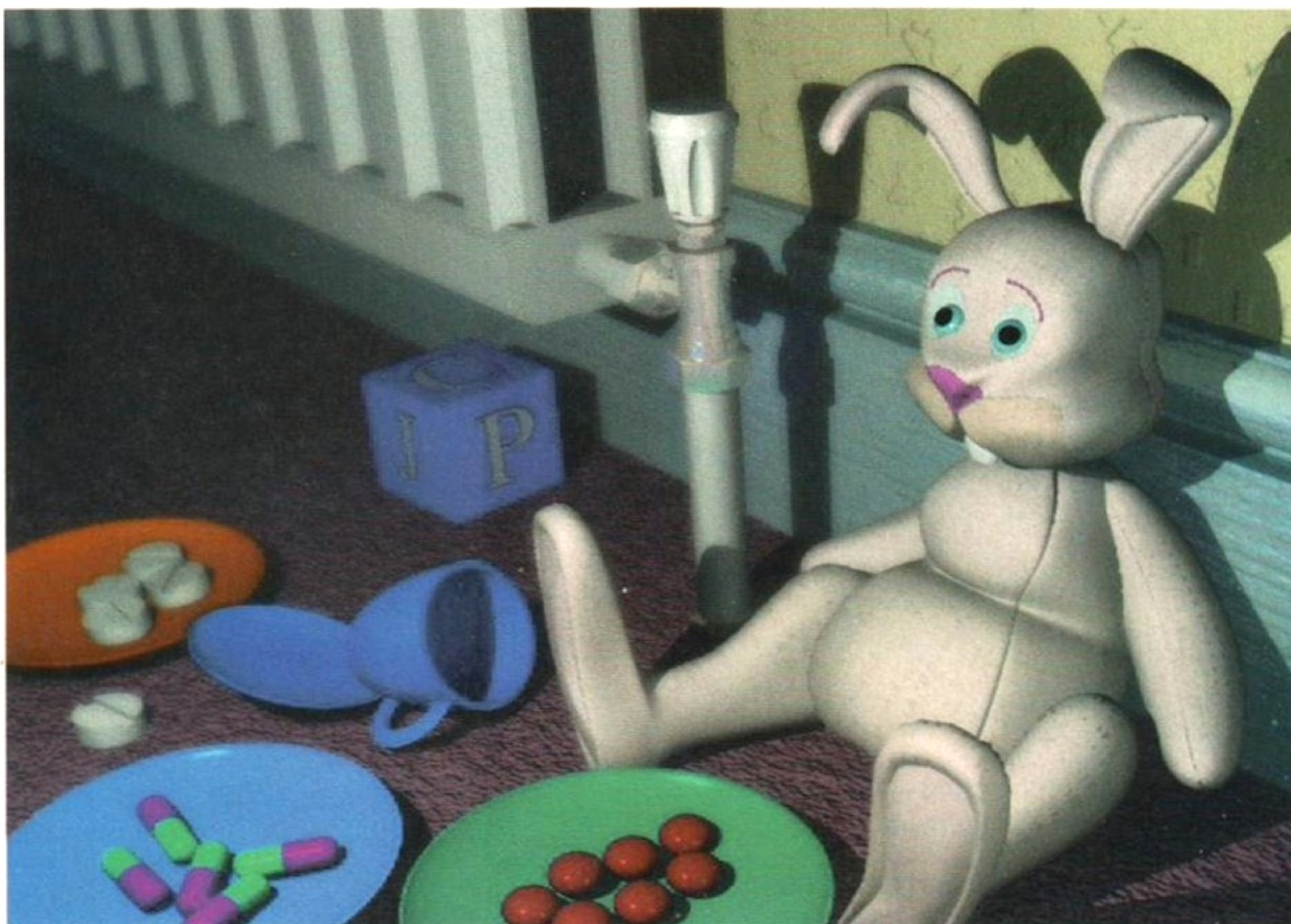
# WOPSHOP
# ION WINNERS

## FANTASY CATEGORY WINNER

Produced with *Real 3D* on a 40Mhz 68030-based machine with 8Mb of RAM.
By Chris Perigo
Kettering , Northamptonshire.

Tim White comments: "A lovely picture. Nice enough composition and undeniably, it's got atmosphere. I like the depth of field effect which gives it a dimensional feel, and there's an interesting blend of surface textures.

"The slight tension created by the contrast of the tablets and toys make the picture a narrative one, telling a story with a slightly sinister aspect. The strange splash of blue on the radiator nut looks out of place, though it must be a reflection of something, but the rest is pretty well perfect. The whole melds into a confident work with imagination rather than just creating a pleasing image."



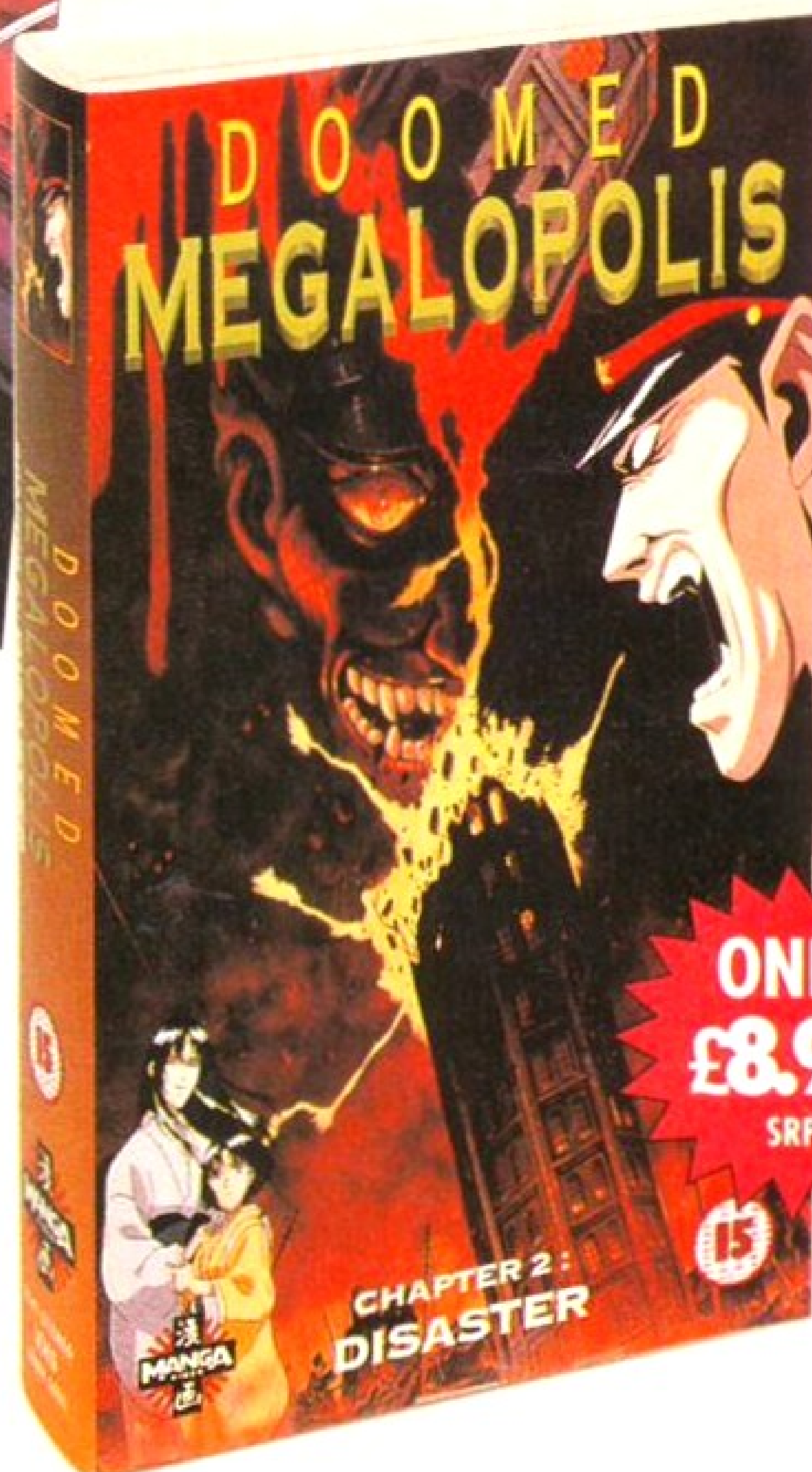
# DOOMED MEGALOPOLIS

## CHAPTER 2: Disaster



It is now 1923.
The schemes of the satanic megalomaniac Kato move forward to the next generation, with the unnatural birth of Yukiko Tatsumi. With her psychic powers and Kato's hatred, Tokyo's megalopolis is surely doomed.






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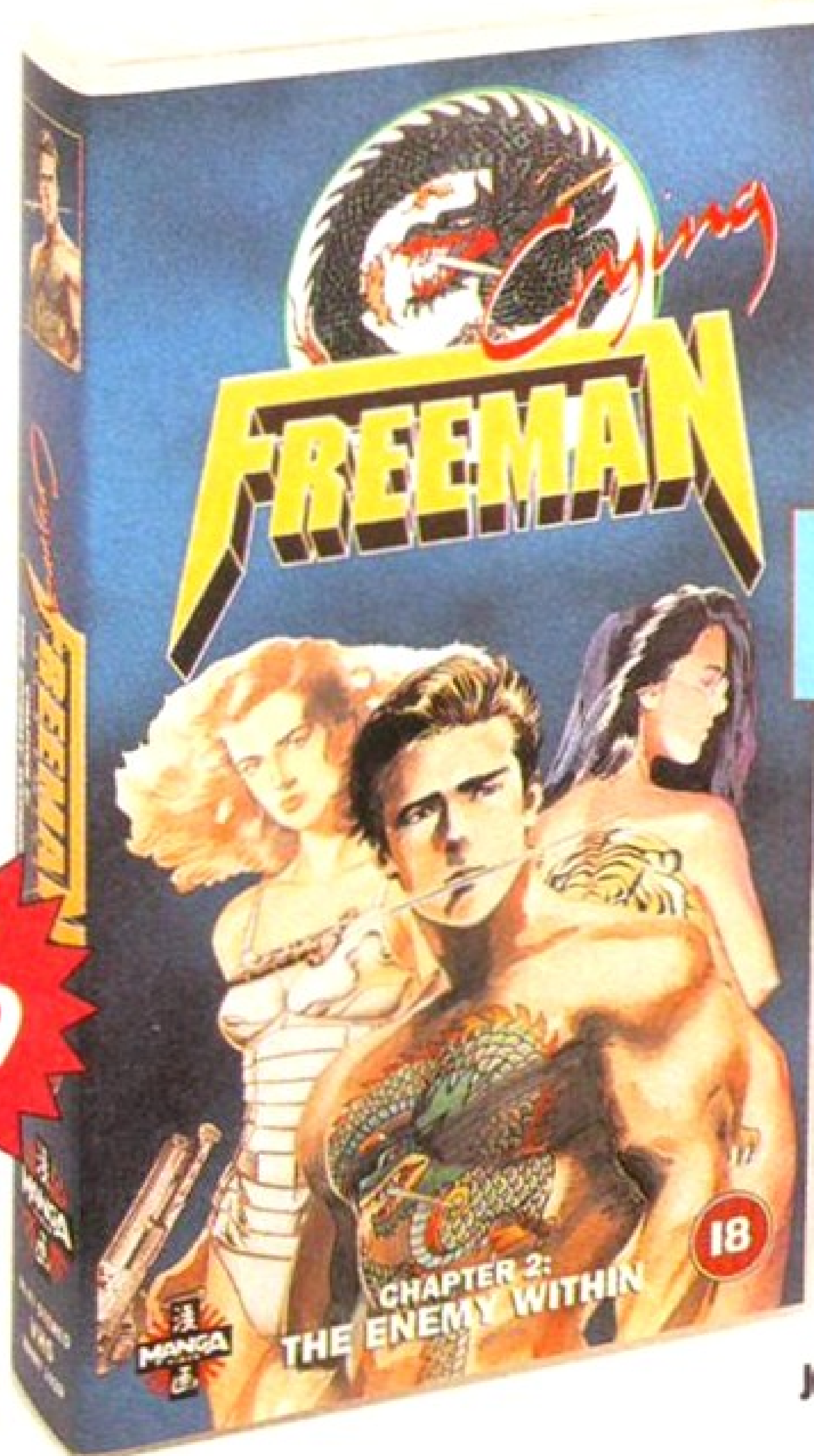
# THE MANGA REVOLUTION CONTINUES...

## CRYING FREEMAN

## CHAPTER 2: The Enemy Within

The fateful union of Freeman Yoh and the beautiful Emu has led to a powerful partnership of mind and muscle. The duo are chosen to lead the 108 Dragons – an elite fraternity within the Chinese Mafia – into a new era of bloodshed, extortion and vice.






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ICA PROJECTS

# SCREEN PLAY

## In this issue...



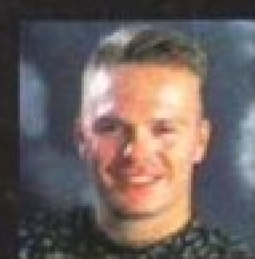
**It's full of Eastern promise**

## SECOND SAMURAI

Hack, slash and punch your way through a world packed with puzzles and pitfalls.

## INTRODUCING OUR PANEL OF EXPERT GAME REVIEWERS...

### MARCUS DYSON



Now that he's been asked to DJ at a Bath club, 'The Boss' has been ferreting through his collection of noisy American guitar tunes and has issued a decree stating that he is to be addressed as MC Dr Dee and not Sir as we used to have to call him.

### ROB MEAD



It's been a month now since Rob made the big step up from *ST Format*. Now he's revelling in the travelling life of an jet-setting computer journalist. We've already sent him to Germany, the sweet shop and Coventry.

### TIM SMITH



Tim's been moaning that he never gets his picture printed, and now you can see why.

After getting his head into *Premier Manager* Tim was heard confiding to his Teddy: "When I grow up I want to be manager of Bristol City... or was it Rovers?"

### RICHARD JONES



Since the birth of his baby daughter Caitlin, Richard's been taking an extra interest in the tone of games.

"I'm glad they've changed the name to *Donk!*" he explained, "I hate to think of people sat around playing with their Dongs."

### RICHARD BAGULEY



Tricky Dicky brought a 'friend' round to the office earlier this afternoon, didn't bother to introduce her to anyone, and then "Popped off early". So the whole team are going to rush round to his flat later under the flimsiest of pretexts to erm... visit him.

### STEPHEN BRADLEY



Bradley's abandoned the UK this month for the States. When we asked him which part of the US he was visiting he became very vague. But he did leave the office humming Kirsty McColl songs and clasping a copy of *The Witches of Eastwick*.

**Strap yourself in and prepare for take off as Rob Mead takes you on a flight into the future to take a look at the Amiga games that will be coming your way over the next few months. Here's where we check out the adventure games, platformers, flight sims and shoot-em-ups that will be on an Amiga near you soon.**




Barnies with dotty relatives could be a thing of the past thanks to Supervision's electronic version of *Monopoly*, out now, price £27.99.




There's been a heck of a time lag, but Virgin's arcade conversion of the *Terminator 2* movie finally appears on the Amiga in November.

# COMING AT

## STAY INFORMED!

**Our up-to-the-minute listing of forthcoming releases**

### NOVEMBER

| | | |
|---|---|---|
| Alien Breed: Special Ed CD32 | Team 17 | In space, no-one can hear you scream indeed. |
| Ambermoon | Thalion | Sequel to Format Gold-winning RPG Amberstar. |
| Another World | US Gold/Kixx | Mid-price re-release of adventure classic. |
| Apocalypse | Virgin | Mindless mass destruction, death and mayhem. Good. |
| Benefactor | Psygnosis | Digital Illusions' latest, action packed platformer. |
| Blue and the Grey | Impressions | Strategic re-enactment of the US Civil War. |
| Brian the Lion | Psygnosis | Surprise! A cutesy platform game. |
| Brutal Sports Football | Millennium | Delayed release for (literally) kickin' footy game. |
| Bubble & Squeak A1200 | Audiogenic | What next? Toad in the Hole A1200? |
| Campaign 2 | Empire | Sequel to the acclaimed WW2 battlefield sim. |
| Cannon Fodder | Virgin | Sensibles turn into bloodthirsty tykes shock. |
| Cosmic Spacehead | Codemasters | Delayed release for Codies' latest hero. |
| Cybercon 3 | US Gold/Kixx | Ground-breaking 3D adventure going cheap. |
| Cyberspace | Empire | Futurist RPG from creators of War in Middle Earth. |
| Eye of the Beholder 1 | US Gold/Kixx | Format Gold RPG gets mid-price re-release. |
| F-117A Nighthawk 2.0 | Microprose | Sequel to the phenomenally brilliant F117A. |
| G2 | Psygnosis | More Alien-type nastiness in space. |
| Global Domination | Impressions | Intergalactic strategy game. |
| Innocent | Psygnosis | Futuristic graphic adventure starring Jack T Ladd. |
| K240: Utopia 2 | Gremlin | Space god-game enters a new dimension. |
| Kingmaker | US Gold | Amiga version of War of the Roses boardgame. |
| Lotus Turbo Trilogy CD32 | Gremlin | Three racing games on one CD. Spingle! |
| Man Utd Premier League | Krisalis | League champs celebrate with updated footy action. |
| Microcosm CD32 | Psygnosis | A Fantastic Voyage through the human body. |
| Project X CD32 | Team 17 | 32-bit version of Format Gold shoot-em-up. |
| Qwak CD32 | Team 17 | More ducky fun at a crazy price. |
| Reach Out for Gold | Flair | Cartoony sports game with humorous elements. |
| Rugby League Manager | Alternative | Management sim with oddly-shaped balls. |
| Ryder Cup Golf | Ocean | The Yanks won the Cup, but can you steal it back? |
| Sleepwalker CD32 | Ocean | Enhanced version of Comic Relief platformer. |
| Soccer Kid A1200 | Krisalis | AGA release for the footy game it's OK to like. |
| Surf Ninjas | Flair | Beat-em-up licence of the forthcoming movie. |
| Terminator 2: Arcade Game | Virgin | More licensed gung-ho from Schwarzenegger. |
| Winter Super Sports CD32 | Flair | Realistic multi-event sports sim. |
| Wiz 'n' Liz | Psygnosis | Elderly wizards in platform-type scenario. |
| Xmas Lemmings | Psygnosis | The world's most famous rodents get festive. |

### DECEMBER

| | | |
|---|---|---|
| Alfred Chicken CD32 | Mindscape | Off with its head! Off with its head! |
| Bubba 'n' Stix | Core Design | Two lovable heroes for the price of one. |
| Chaos Engine CD32 | Renegade | One of the best pressies you'll get this year. |
| Darkmere | Core Design | Oft-delayed RPG finally gets released. |
| Dennis | Ocean | Licensed version of the cutesy movie. |
| Dennis & Gnasher | Alternative | Platforming license starring the Beano faves. |
| Liberation: Captive 2 | Mindscape | Space RPG takes on a whole new dimension. |
| Puggsy | Psygnosis | Cute platformer from the makers of Bob's Bad Day. |
| Uridium 2 CD32 | Mindscape | Braybrook's fab sequel gets the 32-bit treatment. |

### JANUARY

| | | |
|---|---|---|
| Battletoads | Mindscape | The warty ones are nearly here... |
| Bubble & Squeak CD32 | Audiogenic | What next? Toad in the Hole A1200? |
| Cartoon Racer A1200 | Grandslam | Cutesy cartoon characters go racing. |
| Cliffhanger | Psygnosis | Sly gets his own back with another film licence. |
| Darkstone | Core Design | Ambitious RPG with 3D isometrics. |
| Dreamweb | Empire | Overhead future-shock adventure. |
| Last Action Hero | Psygnosis | Licensed version of Arnie's surreal action comedy. |
| Mr Nutz | Ocean | Squirrel takes on the cutesy world at its own game. |
| No Second Prize 2 | Thalion | Sequel to 3D bike racing sim. |
| Sabre Team A1200/CD32 | Krisalis | More thrills 'n' spills in AGA version of SAS sim. |
| Treasure in Silverlake | Flair | Point-and-click adventure set in the Wild West. |
| World Class Cricket A1200 | Audiogenic | See those Sunday League strips in 256 colours. |

## CANINE CRAZY

From Goofy to Lassie, Shep to Wylie Coyote, there seems to be no end of lovable canines trying to slobber their way into your affections.

The latest is Core Design's *Wonder Dog*. Raised as a puppy on the remote planet of K9 (ho! ho!), Wonder Dog has been sent to earth to defeat General Von Ruffbone's megalomaniac plan to control the entire galaxy.



Wonder Dog tiptoes through Bunny Meadow in search of the evil General Von Ruffbone and his mischievous henchmen.

This platform game features seven worlds of canine mayhem comprising 400 aliens, 60 bonus rooms and two hidden levels. It's enough to make anyone start eating dog food we can tell you. *Wonder Dog* is released in November, price £25.99. Get on the dog-and-bone to Core 0332 297797 if you want further details.

## SEEK AND DESTROY

Next up from those antipodean coders at Vision Software is a helicopter shoot-em-up called *Seek and Destroy*. Not content with having brought us *Skidmarks*, one of the most playable car-racing games of recent years, Vision have now taken it upon themselves to bring playability to the rotating viewed-from-above shoot-em-up.



The idea of the game is to seek out new worlds, new civilisations... and destroy them! Or something.

The formula? The main sprite stays still, and the world rotates around it, has been tried before – but with little success. Vision are convinced they can make it work, and judging by the the demo we've played (get it on the cover of *Amiga Power* soon) they are right. This blast has all the signs of being one helluva great shoot-em-up.

## AMAZON QUEEN



This is either about a very tall man dressed in drag, or it's the gripping adventure game *Flight of the Amazon Queen* due for release in January.

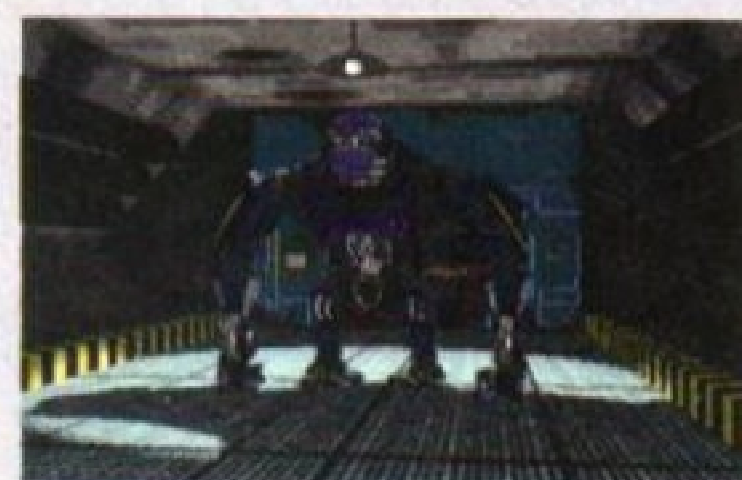
Australian coders Binary Illusions have recently teamed up with Renegade to bring a steamy new graphic adventure to the UK.

Set in the temperate jungles of deepest Latin America, *Flight of the Amazon Queen* follows the fortunes of pilot Joe King and Faye Russell following a mysterious plane crash. Before long you uncover a dastardly plot to destroy mankind and must do everything in your power to defeat the evil that threatens the world you love so much. What looks to be an extremely promising and involving adventure game is due to be released through Renegade in January 1994, price to be announced.


Drop into the middle of a 3D space war with Microprose's futuristic strategy sim *Starlord*, available in January, price to be announced.


A precocious kid takes on the Tinhead Army in Renegade's platformer, *Ruff 'n' Tumble*, due for release date April, price to be announced.


Originally planned for release last year, *Hero Quest* sequel *The Legacy of Sorasil* will almost certainly be released in November, by Gremlin.


Ex-Bitmap Brother Sean Griffiths ups the beat-em-up stakes with the *Rise of the Robots* through Mirage in January. More next month.

# TRACTIONS

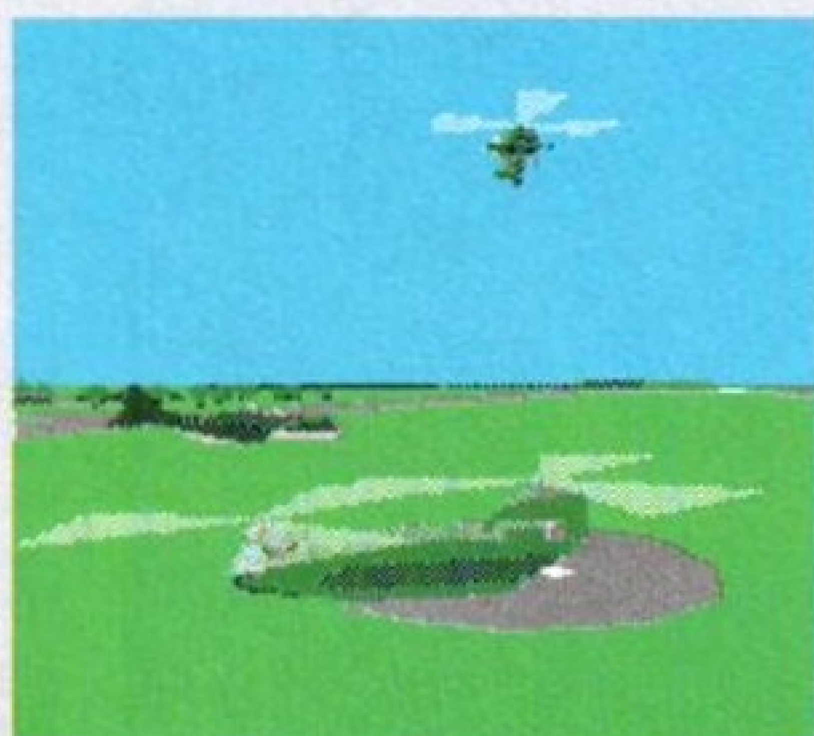
## TORNADO TOUCHES DOWN

**After months and months of delay, Digital Integration's ambitious flight sim, *Tornado*, finally appears on the Amiga in mid-November.**

**Developed in conjunction with the RAF and British Aerospace, *Tornado* looks set to give flight simulation specialists Microprose a real run for their money with its highly impressive accuracy and unswerving attention to detail.**

**The game features 20 training missions inside a simulator, 10 further training missions within the aircraft and a further 54 missions spread over three combat zones. Each battle arena also features a Campaign option in which you have to complete a further 10 missions in a particular order. If that's not enough to get you excited, there's also an action-packed two-player head-to-head option so you can invite your best friend round for a game, and shoot the living daylights out of them.**

***Tornado* is A1200-compatible and costs £34.99. You can reach Digital Integration on 0276 684959 if you need to know more.**


Apparently the music for *Tornado* is so good, that Digital Integration decided to give it a separate CD and cassette release. Spooky, huh?

## EMPIRE'S DREAMING


Love may be stronger than death (or so they say), but in the surreal atmosphere of *Dreamweb*, anything is possible.

If you've ever woken at 3am soaked in sweat and quivering like a jelly, don't blame it on the late-night cheeseburger. It's more likely to be the work of the evil forces controlling the *Dreamweb*, Empire Software's latest adventure game.

You play Ryan, a loner who's been given the unenviable task of leaping the gap between the conscious and subconscious in a bid to free the world from impending doom. Freely borrowing from sci-fi classic *Blade Runner*, *Dreamweb* is filled with disturbing images, copious amounts of gruesome death, bad language and bedroom acrobatics.

The game also features 200 rooms spread across 30 locations, 80 individual characters for you to interact with and literally hundreds of objects for you to examine and use. It all adds up to an extremely atmospheric package which is best described as an "adult adventure," *Darkweb* goes on sale in January, price £34.99. Empire can be contacted on 081-343 7337.

## TACTICAL FIGHTER EXPERIMENT (TFX)


*TFX* puts you in charge of a UN rapid response force patrolling the world's trouble spots...


...So presumably when you take out the enemy you do so in a strictly peacekeeping manner.

Ocean are throwing their weight behind the A1200 and CD32 platforms with a little help from Digital Image Design and their latest project *TFX*. The game is a 3D flight sim which places you in control of a United Nations rapid response force which has been sent to cover the world's trouble spots. There are eight different theatres of war for you to explore in a wide variety of hi-tech gunships including the European Fighter Aircraft and F-117 Stealth Fighter.

With over 200 multiple-objective missions to accomplish and some simply stunning graphics, it looks like Ocean could have yet another winner on their hands. The A1200 and CD32 versions of *TFX* lands at your local computer shop in January, price £34.99. Phone Ocean 061-832 6633.

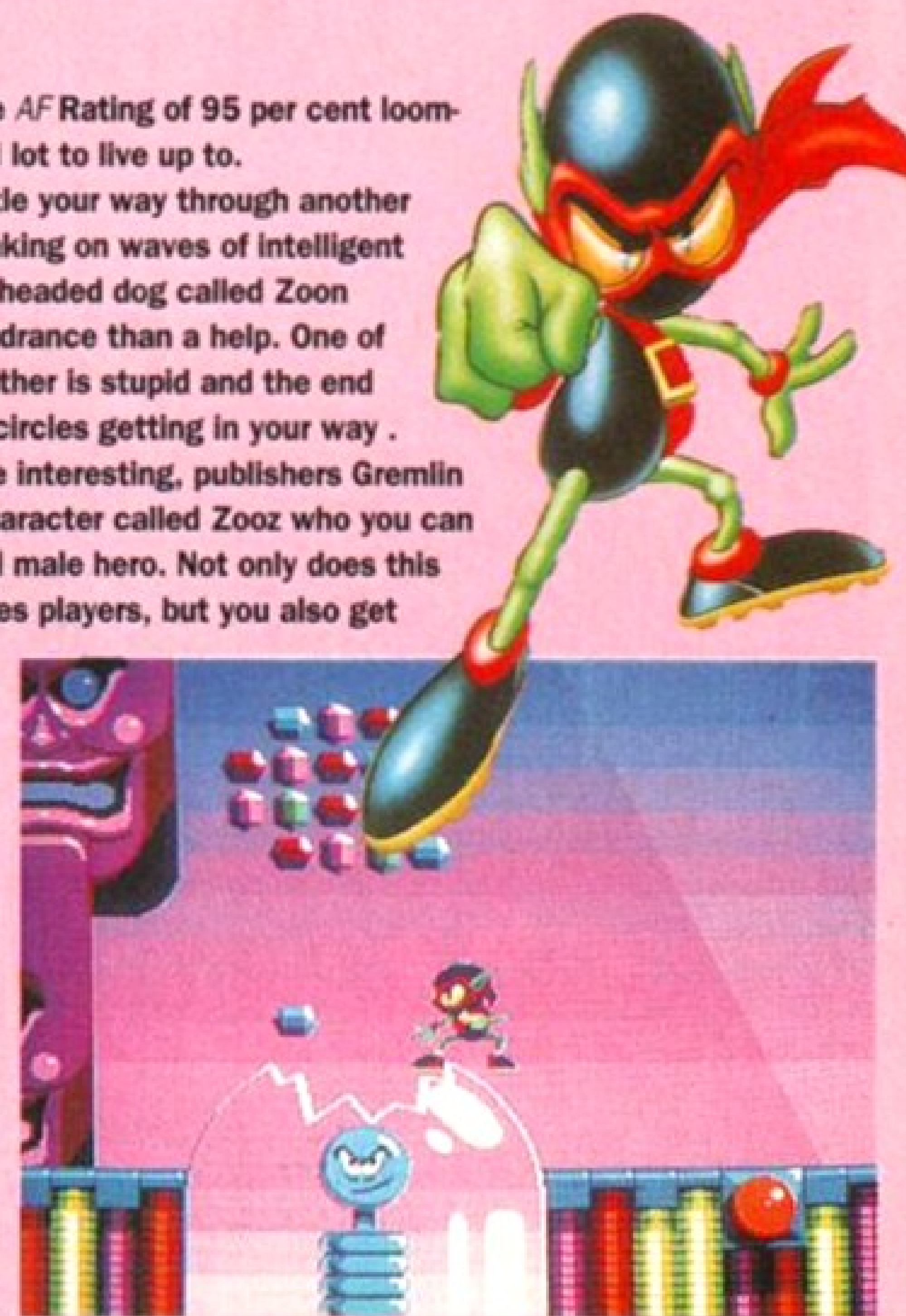
## ZOOL 2

**With its predecessor's massive *AF* Rating of 95 per cent looming over it, *Zool 2* has an awful lot to live up to.**

**This time you have to battle your way through another six levels of platform action, taking on waves of intelligent baddies with the help of a two-headed dog called Zoon who proves to be more of a hindrance than a help. One of the dog's heads is clever the other is stupid and the end result is that it runs around in circles getting in your way .**

**To make things even more interesting, publishers Gremlin have also included a female character called Zooz who you can opt to play instead of the usual male hero. Not only does this mean more fun for female games players, but you also get twice as much gameplay because Zool and Zooz have different ways of overcoming the same obstacles.**

***Zool 2* is released on all Amigas in November, price £25.99, with the CD32 version following in January, price £29.99. The A1200 version will be fully enhanced.**

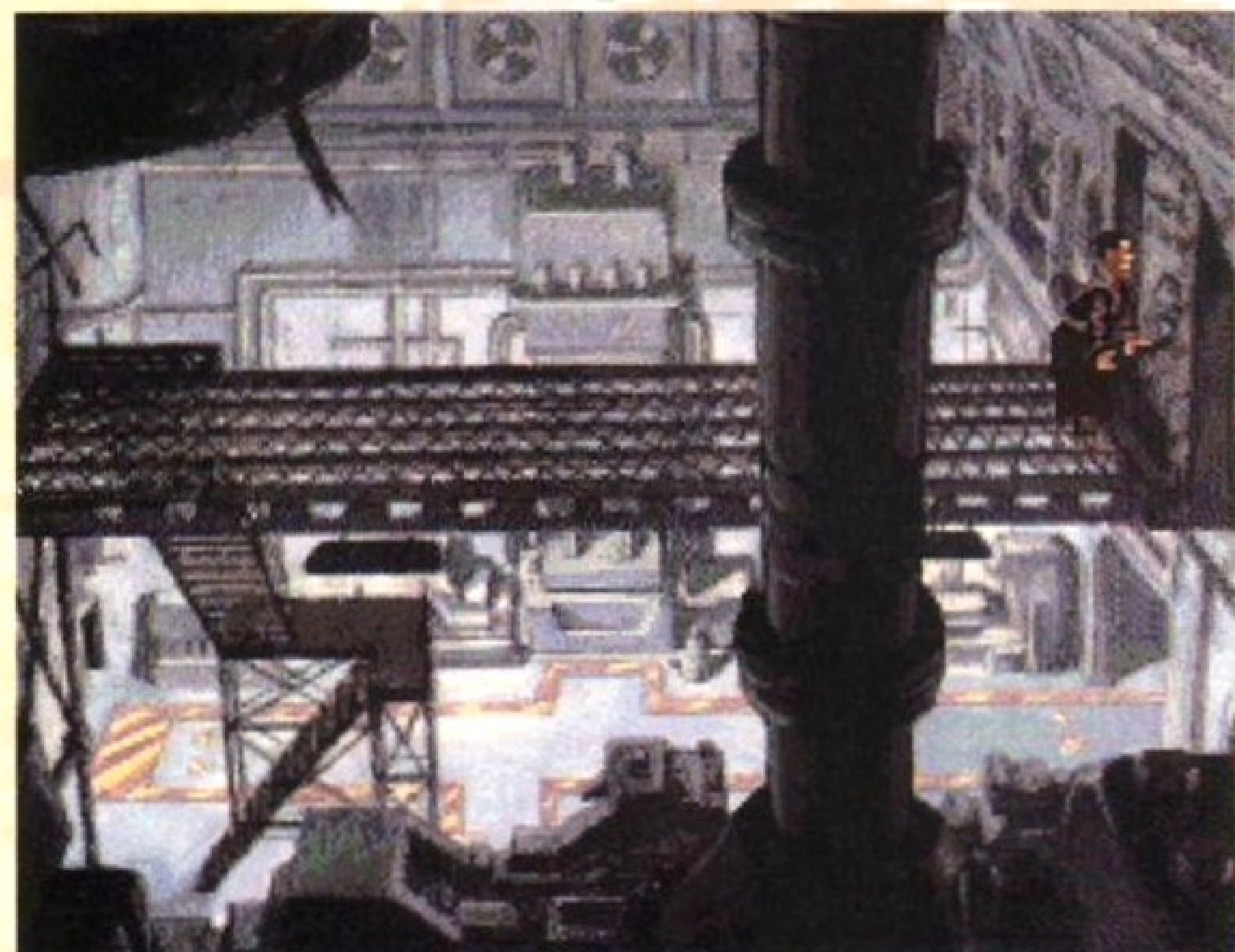

Zool, Zooz and Zoon form a triumvirate of Ninja heroism in a bid to outwit the evil and metamorphic Mental Block.

# BENEATH A STEEL SKY




**If you thought that *Lure of the Temptress* was pretty damn good, then just wait until you see what Revolution Software have created when they unveil their new graphic adventure.**


With atmospheric "sets" drawn by the great Dave Gibbons, *Beneath A Steel Sky* looks like being one hell of a graphic adventure. Let's just hope that it plays as well as it looks.


With 80 different locations full of swoonsome visuals, the standard Amiga version will be available on 12 disks. Luckily, disk swaps are kept to a minimum and it's all hard drive installable.

No-one can accuse you of being paranoid. They really are out to get you. For a start they've murdered every member of your family and only the timely intervention of a robot security system saves you from a similar fate. You're captured, bundled into a helicopter, and flown to The City where the mystery unfolds.

Set in a cyberpunk future, *Beneath A Steel Sky* features stunning backdrops from *2000AD* artist Dave Gibbons. Charles Cecil, Revolution Software's MD, explains how the comic book hero got involved: "We got in touch with him when I worked at Activision and he was very much into computing and really wanted to do something. We are very good at creating games, while David is obviously very good at the visual and storyline side, so it was a natural working relationship. We complemented each other."

With such striking graphics, Revolution had to be sure the game engine and storyline were strong enough to carry them. The Virtual Theatre engine from *Temptress* was beefed up to make *Steel Sky* as playable as possible, but without losing features – like the ability to peer through cracks in walls – which made *Temptress* so startling. In particular, the characters' artificial intelligence has been improved so they can change the way they react when you talk or fight with them.

The most significant element, however, is the inclusion of a really strong storyline. Charles Cecil believes a plot is usually the last thing on a developer's mind when they develop a graphic adventure. "Most American graphic adventures are a little shallow because the American public doesn't see plot as very important. However, European gamesplayers seem to want to think a lot more about what they're doing and we've tried to reflect that."

The strong storyline proves to be an integral part of the whole *Steel Sky* concept, giving it an almost cinematic feel. Nothing is left to chance or coincidence, there is a reason for everything, and this logical approach to storytelling is also reflected in the puzzles – dangling rubber chickens from telegraph poles *Monkey Island*-style won't solve anything, you actually have to try and figure things out in a rational way.

*Steel Sky* has a strictly non-linear approach to gameplay, so you won't spend weeks trying to find the key at B to open the door at X. Charles Cecil explains: "We've tried to make the game fit around the player, not the player fit around the game."

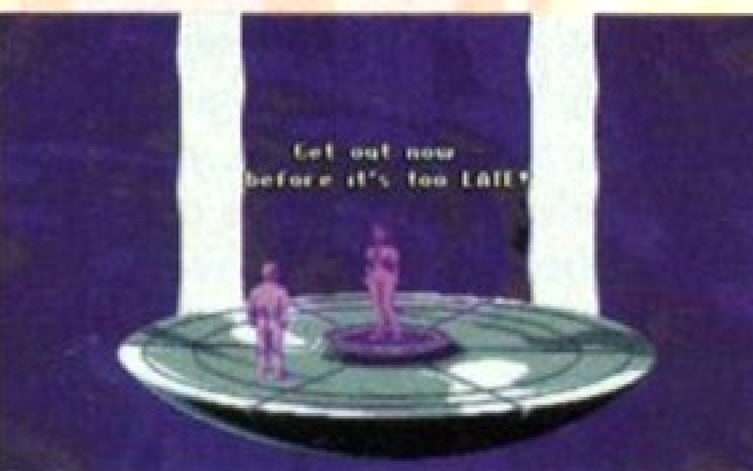
*Beneath A Steel Sky* is released in January, priced £29.99. An enhanced A1200 version will follow at Easter.




A doctor draws rabbit shapes with his patient's intestines as Foster looks on in disbelief.


Foster swings Luke Skywalker style across one of The City's man-made chasms.


Monitors in the computer centre display scenes from other sections of the game.



Inside The City's computer, you're launched into a conversation with a pretty hologram.

# WARNING!

## THIS GAME CONTAINS DANGEROUS PROPORTIONS OF HUMOUR AND WIZARDS AND DRAGONS AND GIANTS AND BARBARIANS AND OWLS AND QUADRUPEDS AND DWARVES AND LARVAE AND PRINCESSES AND WITCHES AND TROLLS AND GOATS AND GOBLINS AND DRUIDS AND SHAMEN AND WEREFROGS AND...



"Be amazed at the level of safety features!"



"Totally ignore interesting fungi and flora!"

"What are you leering at ?", I snapped. The rock continued to stare at me but said nothing. It came as no surprise, dear reader. Everything in this magic forest seemed destined to rouse my anger. Only tomorrow a beery dwarf will tell me to naff off and a socially inept Swampling will lay a guilt trip on me. Banishing the shapeshifting witch and freeing Calypso the Wizard had sounded like any old computerised graphic adventure for hot rodding gamers. Yet having savoured the armpit aromas of an angry troll, been eaten by an amphibian and having discovered how utterly uninteresting fungi and flora can be, I find myself in no ordinary quest.

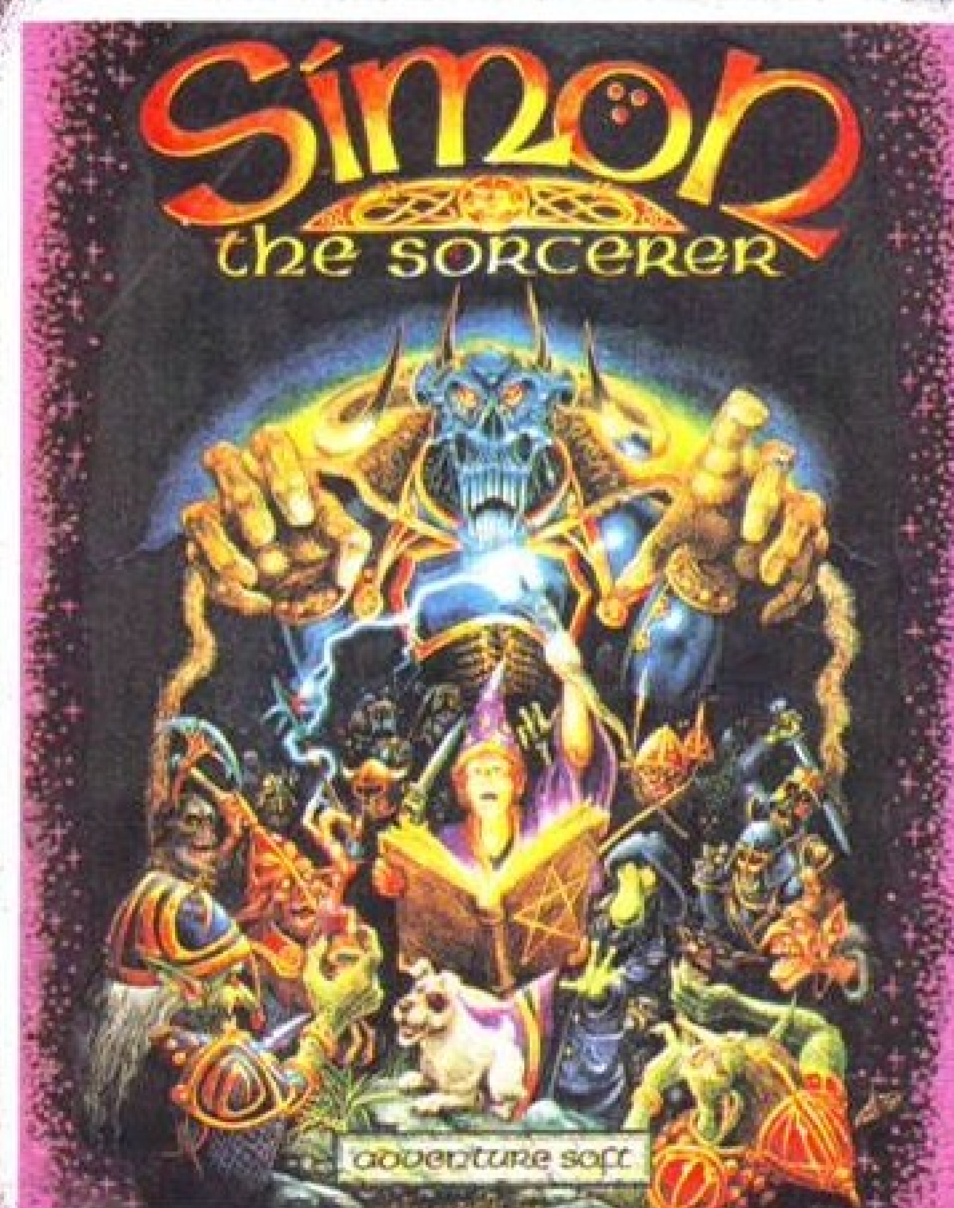
With thousands of frames of (ouch!) eye popping animation and full colour music you must hear with your ears to fully appreciate, you'll move through a land so amazing you'll be amazed.



"Visit your cousin, 87 times removed!"



"Do a stretch in prison!"






"Be invited to really interesting dinner parties!"

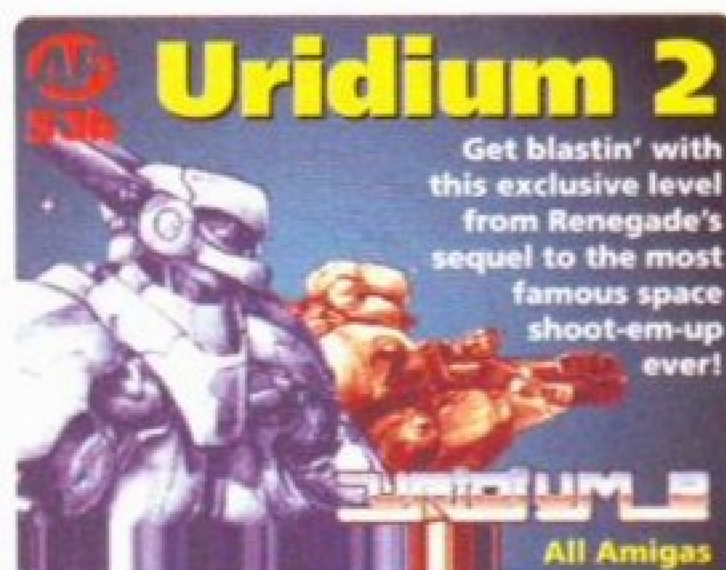
IBM 3.5 High Density PC, PS/2, AT and compatibles, VGA/MCGA 256 colours Supports AdLib, SoundBlaster, Roland Required: 570k Free RAM, Mouse, Hard Drive (min 10Mb) 10mhz 286 or faster recommended.
Amiga 500/600/1000/2000/3000/4000 1 MB RAM required
Enhanced Amiga 1200.

adventure soft

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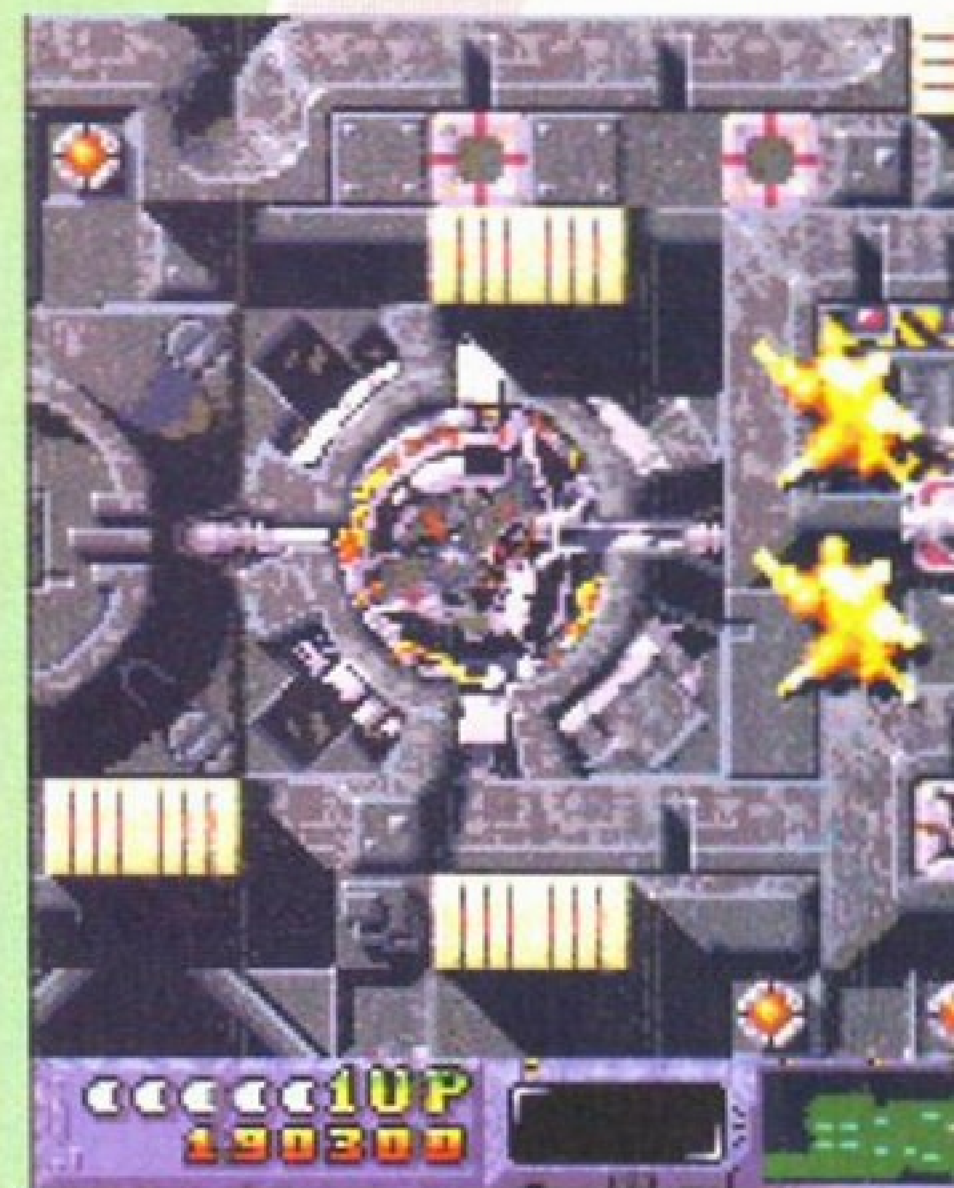


Screen shots from IBM PC version. Screen shots are only intended to be illustrative of the gameplay and not the screen graphics which may vary considerably between different formats in quality and appearance and are subject to the computer's specifications.




# VIVA 8

**When Uridium 2 arrived at AF we all got nostalgic for the old 8-bit days. So Rob Mead checked back to the times when gameplay was everything a new release had to offer...**



**Just like the movies, game sequels tend to be lacklustre cash-ins on an original idea. Not so with *Uridium 2*. Programming genius Andy Braybrook has reinvented his own 8-bit classic and turned it into a storming shoot-em-up for the Nineties. Read 'em and weep.**

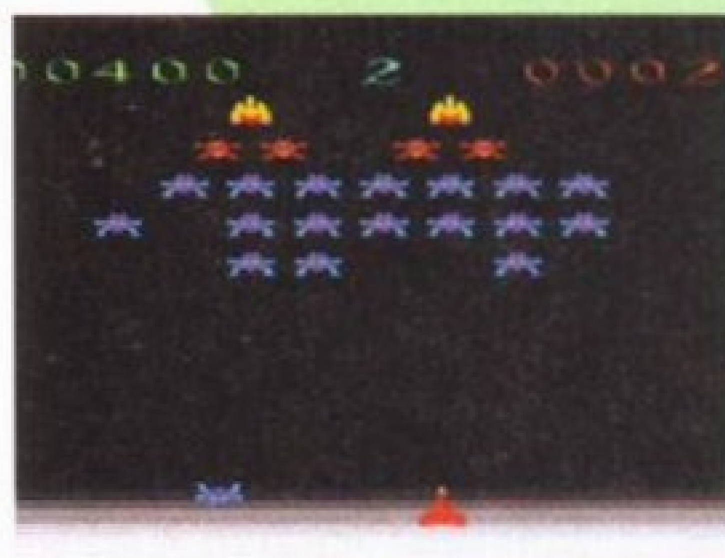
You've played the Coverdisk demo and been wowed out of your Wellingtons, but *Uridium 2* is more than just a very good shoot-em-up. It's another in a long line of classic 8-bit games which have been successfully transformed on to the Amiga. Games such as *Defender, Elite* and *Pacman* might look old-hat now, but they were at the cutting edge of arcade excitement in the early Eighties and have inspired legions of imitators since.

It all started with *Space Invaders* in 1980. Five rows of squat aliens frogmarched down the screen at you lobbing missiles while you dodged and shot back from behind your blocky defences. It was all very primitive, but had you hooked within seconds. *Galaxian* followed a couple of years later and offered even more precarious thrills – the hiding places had disappeared and rogue aliens descended on you with alarming ferocity.

However, it was *Defender* which really got the 8-bit ball rolling. Along with *Uridium, Defender* was one of the best shoot-em-ups ever to appear on a home computer. Originally converted from the coin-op by Jeff Minter, *Defender* placed you in control of a pathetically-armed spaceship and then sent you hurtling through waves of alien nastiness.



**There was *Pong*, there was *Space Invaders* and then there was *Pacman*. Still one of the most addictive games ever invented and a constant source of inspiration for PD coders.**



**"You mean, aliens can actually move down the screen of their own accord?" A nation grabs its pants and coos at the mighty technology behind classic arcade shoot-em-up *Galaxians*.**



**There was none of this 256-colour nonsense in the old days. Just a black and green gamefield and a very resilient keyboard, but *Asteroids* still made you sit up and beg for more. Brilliant.**

What it lacked in graphical prowess *Defender* more than made up for in gameplay – enemies suddenly materialised in front of you, their lasers spitting death in all directions. Best of all, the world's classiest horizontal-scroller finally arrived on the Amiga in 1990 as *Defender 2* (*AF*18 78%). The cumbersome controls and fiendishly-fast gameplay did little to detract from the game's appeal and there were two new versions for you to marvel at. If you've never played *Defender*, or fancy reliving your fast-receding youth, then check out the *Blitz Basic* version on *AF*52's Coverdisk. Jeff Minter's original is also available from Llamasoft, price £6.

### Blast-em-up in space

If shooting sentient beings is too violent for you, you could always try blasting hunks of rock instead. *Asteroids* placed you in control of a spaceship resembling a triangular pea-shooter, then sent huge lumps of spacedust hurtling towards you.

Despite precious little depth in the gameplay, *Asteroids* proved to be a massive and enduring hit – the Public Domain is littered with *Asteroids* clones and even major software houses aren't afraid of dipping their toes in the retro pool – check out Daze Marketing's *Stardust*

## BACK TO THE FUTURE



**David Braben – Independent**

**Most famous 8-bit game:**
***Elite.***

**Favourite 8-bit game:**
**"I enjoyed *Revs... Starship Command*. I liked the BBC version of *Defender*."**

**What's so good about the old 8-bit games?**
**"Playability. And very much so. Far too many games are derivative of old games. Things go through fads – flights sims, football games. The current fad seems to be animals with unusual attributes(!). The whole thing's become terribly commercial now and a lot of the excitement has gone out of it."**

**What do you like about games now?**
**"The look of games now is certainly very nice. They're becoming more photo-realistic. Games have been seen as very techie – as kids' toys – for a long time, but that's changing now. It's no longer just about shooting and killing, so it's more likely to appeal to a mass audience, get girls more involved."**



**Andrew Braybrook – Graftgold**

**Most famous 8-bit game**
***Uridium.***

**Favourite 8-bit game**
***Sheep in Space* (Jeff Minter)**






The spookily mechanical march of blocky sprites down a TV screen marked the birth of the home computer industry and turned a generation of spotty adolescents into bedroom recluses. Yup, *Space Invaders* had it all.



Every single cutesy platform game ever released took its inspiration from the adventures of two dinosaurs called *Bubble and Bobble*. Now you know who to blame for *Alfred Chicken*.



Excellent Amiga games like *Monkey Island 2* prove just how far the industry has moved on since the 8-bits. You couldn't imagine playing this on a VIC-20, could you?



The ultra-violence in *Syndicate* takes realism in computer games to a new extreme – torched buildings, butchered women and children are all trademarks of Bullfrog's challenging classic.

(Coverdisk *AF49*) or *Blasteroids* from US Gold's budget label, Kixx.

### Cute and perfectly formed

Before long, the cutesy arcade game also made an appearance – in *Pacman* – where you played a pill-eating blob pursued by shimmering ghosties around a series of complex mazes. Meanwhile games like *Manic Miner* and *Bubble Bobble* introduced the concept of the platform game. Although the Amiga version of *Manic Miner* (*AF10* 25%) failed to live up to expectations, *Bubble Bobble* went on to spawn *Rainbow Islands* – arguably the best Amiga game ever – and *Pacman* provided fruitful inspiration for PD programmers who gave the Amiga, erm, *Pacman*, *Super Pacman* and *Pacman 92*.

A mention must also go to *Frogger* – now available in the Public Domain as *Croak* – and *Impossamole*, two 8-bit arcaders which became Amiga classics in their own right.

### A new perspective

One of the most startling genres on the old formats, however, was 3D. Games such as *Elite* and *Battlezone* presented you with a primitive version of Virtual Reality which you couldn't help but be drawn into. It might look terrible now, but in 1985 *Elite* was THE 8-bit game to own.

David Braben skilfully combined strategy, arcade and puzzle elements into a thrilling space adventure which made you feel as if you were Hans Solo from the *Star Wars* movies. The game proved such a huge success you can still buy it from Microprose. David Braben is also finally releasing *Elite's* sequel, *Frontier*, at the end of October through Gametek.

### Earthy adventures

*Battlezone* – and derivatives such as *Amiga Encounter* and *Backlash* – offered you more down-to-earth adventures as a tank commander sent to knock out a bewildering array of alien vehicles.

The thing to remember about all these games – and many others which have gone to 8-bit heaven – is that they were all about playability. There was no danger of you being hoodwinked into buying a crap platform game because the graphics looked good. Games such as *Uridium*, *Defender* and *Elite* have established themselves as classics, because they're just as exciting and addictive to play now as they were when first released.

However, before you get too nostalgic for the old days, remember there are plenty of classic Amiga games which could never have been released on the BBC or C64. Games such as *Monkey Island 2*, *Civilization* and *Syndicate* offer you even more playability than their 8-bit predecessors, and combine the kind of superb sound and graphic effects for which the Amiga is justifiably famous. And, with a rash of CD32 games on the horizon, things can only get even better.

**With Uridium 2 in the shops and Frontier: Elite 2 on the way, we ask three 8-bit pioneers what they think of the format that made them famous.**

**What's so good about the old 8-bit games?**
"There was a lot of love lavished on getting the playability right because the graphics were so limited, you only had 3-5 colours to play with and only one programmer, so it was worth spending a lot of time getting the gameplay right."

**Are there any 8-bit games you would like to see on the Amiga?**
"I'm still waiting for *Dropzone* (Archer Maclean). I'd like to see Jeff Minter's – games you play in a lunch hour and not have to think about too much."

**What do you like about games now?**
"The perceived quality of games has rocketed and we've got to keep up with that. The big worry for CD is that people will put tasty graphics and sounds on as an excuse for crap gameplay."



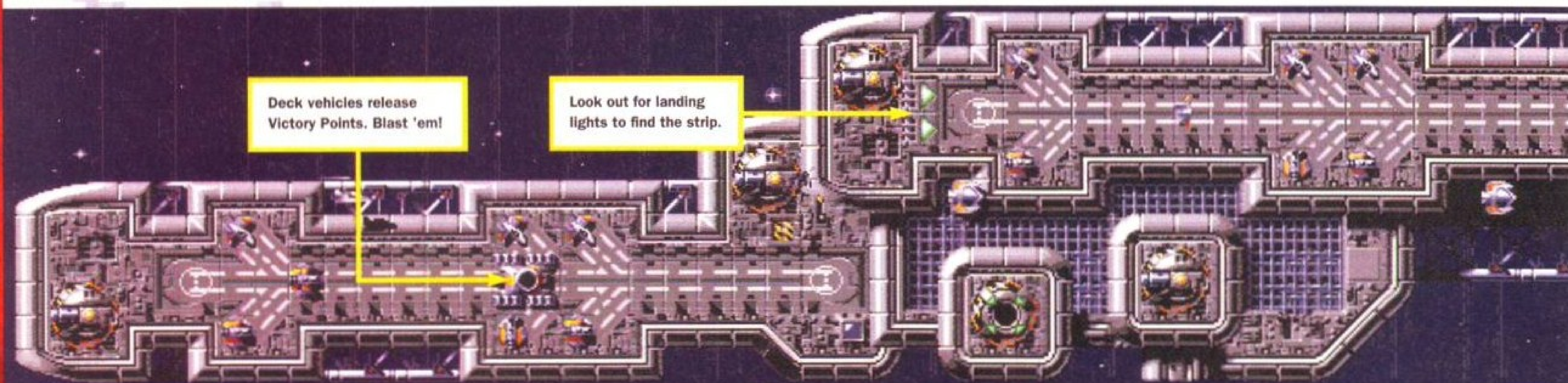
**Jeff Minter – Independent**

**Most famous 8-bit game**
*Gridrunner* on the VIC-20.

**Favourite 8-bit game**
Star-Raiders on the 8-bit Atari.

**What's so good about the old 8-bit games?**
"I think game creators had to be very clever with playability. The graphics were limited due to the constraints of RAM and video resolution, so the only way to attract people to a game was to provide original and addictive gameplay. Naff designs just didn't make it. I think all apprentice coders should have to write a complete game in 3.5K and make it playable, just as an exercise."

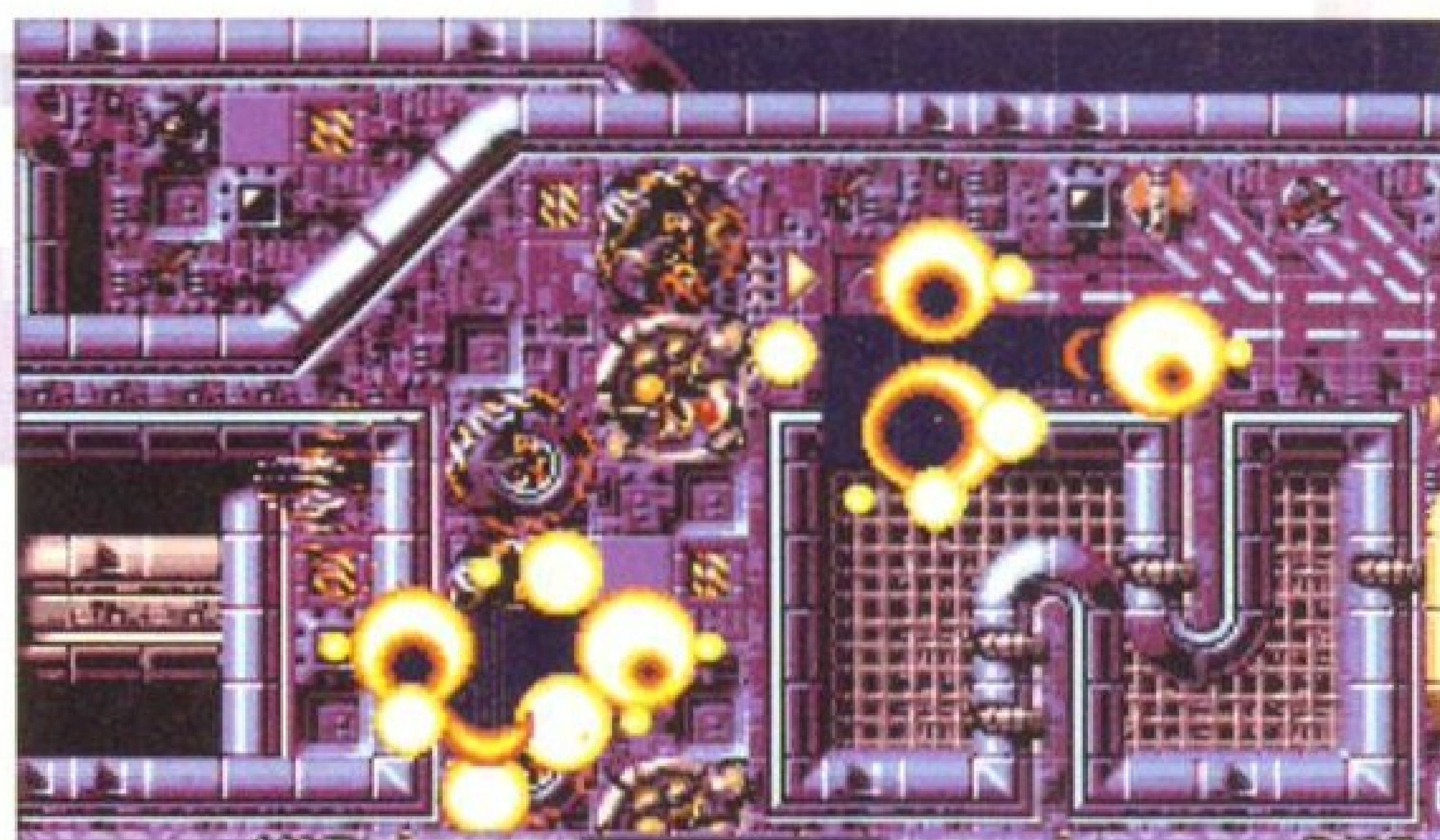
**What do you like about games now?**
"More power and RAM in today's machines means there is more room for game designers' imaginations to work in. You can use artificial intelligence, scalable 3D objects, elaborate particle systems and realtime video effects – all new kinds of games which weren't possible before."




# URIDIUM 2

**Back in the good old days of the Commodore 64, Andy Braybrook created the classic space age shoot-em-up Uridium. Now he's updated it for the Amiga, bringing despair to potential pop stars everywhere.**





Watch that ship crumple in a wash of flame! That's what it's all about, really.

Video games are killing pop music. That's what some people say. If it's true, Andy Braybrook stands accused of being a mass murderer. You wouldn't think it to look at him, but his 'rap sheet' says it all.

In April of 1990 Andy's conversion of the coin-op classic *Rainbow Islands* hit the shelves. *Milli Vanilli*'s chart career never recovered. Later that same year Andy delivered the second barrel of his Amiga assault. *Paradroid 90* scored 88 per cent (Andy's lowest ever), but *New Kids On The Block* never scored another chart success. Throughout 1991 the bubblegum bubbleheads breathed easily as Andy toiled with *Fire And Ice*. But its June 92 release was like a rain of fire and damnation on *EMF* who haven't had a top ten hit since.

*Take That* must be quivering in their designer trainers right now, as Andy is about to unleash his meisterwerk on a suspecting world. I say suspecting world because this game has existed as a concept since 1986. It was in February of that year that Andy released the 8-bit classic space shoot-em-up *Uridium* (putting paid to *A Flock of Seagulls* at the same time).

After its release on every 8-bit format you can possibly imagine, including the Atari ST (which wasn't strictly an 8-bit, but was almost as powerful as one), Andy decided it would be a good idea to do a version for the then-new Amiga.

### Heavy metal

So that's what he has done. Well, almost. The truth is that the Amiga version takes the original concept and expands upon it so that it nearly bursts, culminating in *Uridium 2*.

The basic concept of the game is simple. You control a single-seater fighter-craft called a Manta. Your mission is to intercept fleets of enemy dreadnoughts and inflict a crippling amount of damage on them. That's the main idea, but things are never that simple in shoot-em-ups. Well, not in the good ones anyway.

Your Manta is dropped off the prow of the dreadnought, leaving you to scream over the surface and blast away deck guns, landing strips, surface fighters, radar towers, mine ports and other fairly technical-looking items. Surprisingly enough, the dreadnought crews don't particularly want you to do this, so they throw all sorts at you to try to stop you.

The first line of defence is the deck guns, swiftly followed up by the deadly Uridimines. As if this wasn't enough, there are fighter squadrons to take into account. These fly in fast, deadly waves trying to blast you with their lasers. If you destroy an entire wave, the lead ship drops a pick-up, which can either be a weapon or a bonus. Things get even harder on later levels, because the enemies get smarter and there are also walls and narrow gaps to squeeze past.

Once you've knackered the outside of the ship enough and taken out the odd wave of enemy fighters,



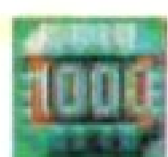

Take out the deck lasers before they launch beams of death at you.

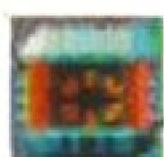
## ALL FORMS OF MAIMING

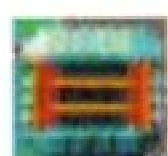
**Blasting an entire alien wave reveals these pick-ups to help you in your mission:**

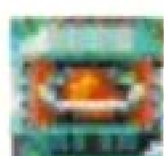

**500 - Adds 500 points to your score.**

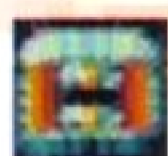

**PLASMA - Radiates rings of destruction.**

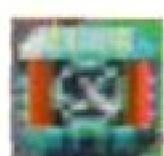

**1000 - Adds 1000 points to your score.**

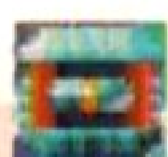

**CYCLONE - Sends out twisting strands of fire.**


**LASER - Gives you a more powerful laser stream.**


**CHASER - Hovers around and trashes anything that flies past.**

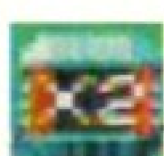

**BOMBS - Enables you to drop bombs and destroy deck targets.**


**SHIELD - Gives you temporary immunity.**


**TORPEDO - works like a bomb, but enables you to target particular items.**


**MANTA - Adds an extra life.**

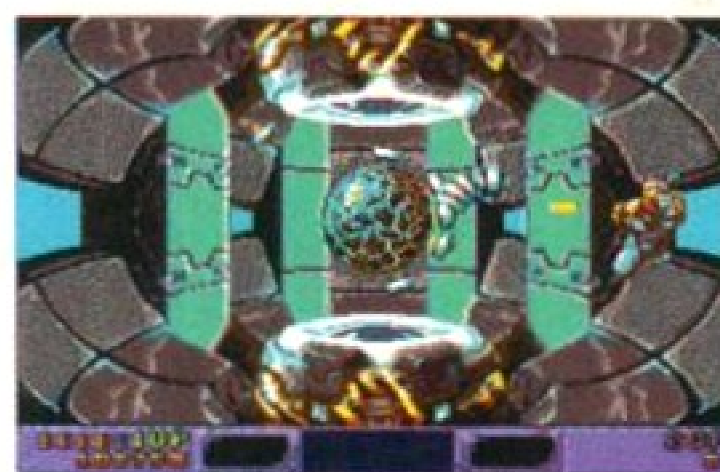

**IONISER - Belches a deadly laser stream to obliterate targets. (yessss).**


**X2 - Doubles and score earned until the end of the level.**

you are given a landing signal. At this point you have to ram the throttle to max and get yourself on the landing strip. You can get the landing signal to appear earlier by destroying specific ground targets or ships to reveal a Victory Point. These accelerate proceedings, and hitting one with your ship triples its value.

On the original version, landing your Manta was as far as you needed to get to destroy a dreadnought (as this was only followed by a fruit machine type bonus stage). However, *Uridium 2* doesn't let you off that lightly. After landing, you have to tool yourself up with a Gundam-style assault suit and enter the main engine core which has to be blasted with your Vulcan cannon before the entire ship is destroyed.

*Uridium 2* creates exactly the kind of crazed, frantic, adrenaline-addled response that a shoot-em-up should, but not straight away. The controls take a little getting used to, as does the updated weapon system and end-of-level section. Once you've got your head round it though, you'll be seriously hooked (I only stopped playing because I had to do some real work).


Once inside a ship, it's time for some Gundam on fuel core action. Let 'er rip! Blamm!

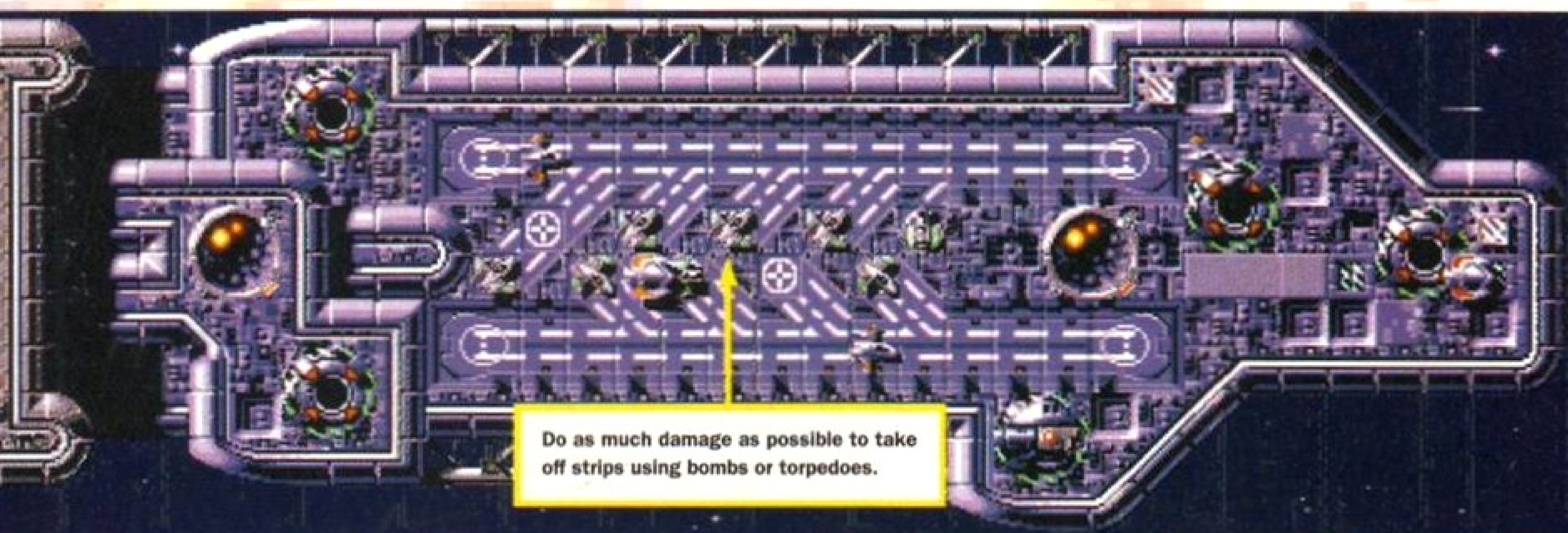
**" Uridium 2 is a crazed, frantic, adrenaline-addled piece of action. "**

*Uridium 2*'s graphics are some of the best yet seen in a shoot-em-up. The sprites may be small, but the animation is fast and fluid, and the dreadnoughts look wonderful. The futuristic, cyber (sorry) feel is definitely there, especially when you see the later fleets. A1200 owners get even better visuals, since the missiles leave smoke trails, the fighters blast exhaust flames and crashing ships dive in a hail of smoke and flames.

### Blast from the past

Those who remember the original version will be glad to know that the feel is still there – only better. The scope has been widened, the action increased and the challenge doubled (at least). Forget all these other namby *Defender* clones, *Uridium 2* is THE *Defender* variant... with knobs, bells, whistles, coloured flags, hooters and fluffy dice on.

**Marcus Dyson**


Do as much damage as possible to take off strips using bombs or torpedoes.

## URIDIUM 2




**PROGRAMMERS**
Andy Braybrook

**PUBLISHER**
Renegade 071-481 0214

**PRICE**
£25.99

**RELEASE**
November




**GRAPHICS**
Superb sprites and backdrops.

**SOUND**
Crazy crashes and bangs.

**ADDICTION**
"I must beat this ship..."

**PLAYABILITY**
Great version of a classic.

**VERDICT**

**" A classic game which has been brought bang up to date. Wonderful graphics, loads of blasting and a hook big enough to snare Jaws. "**

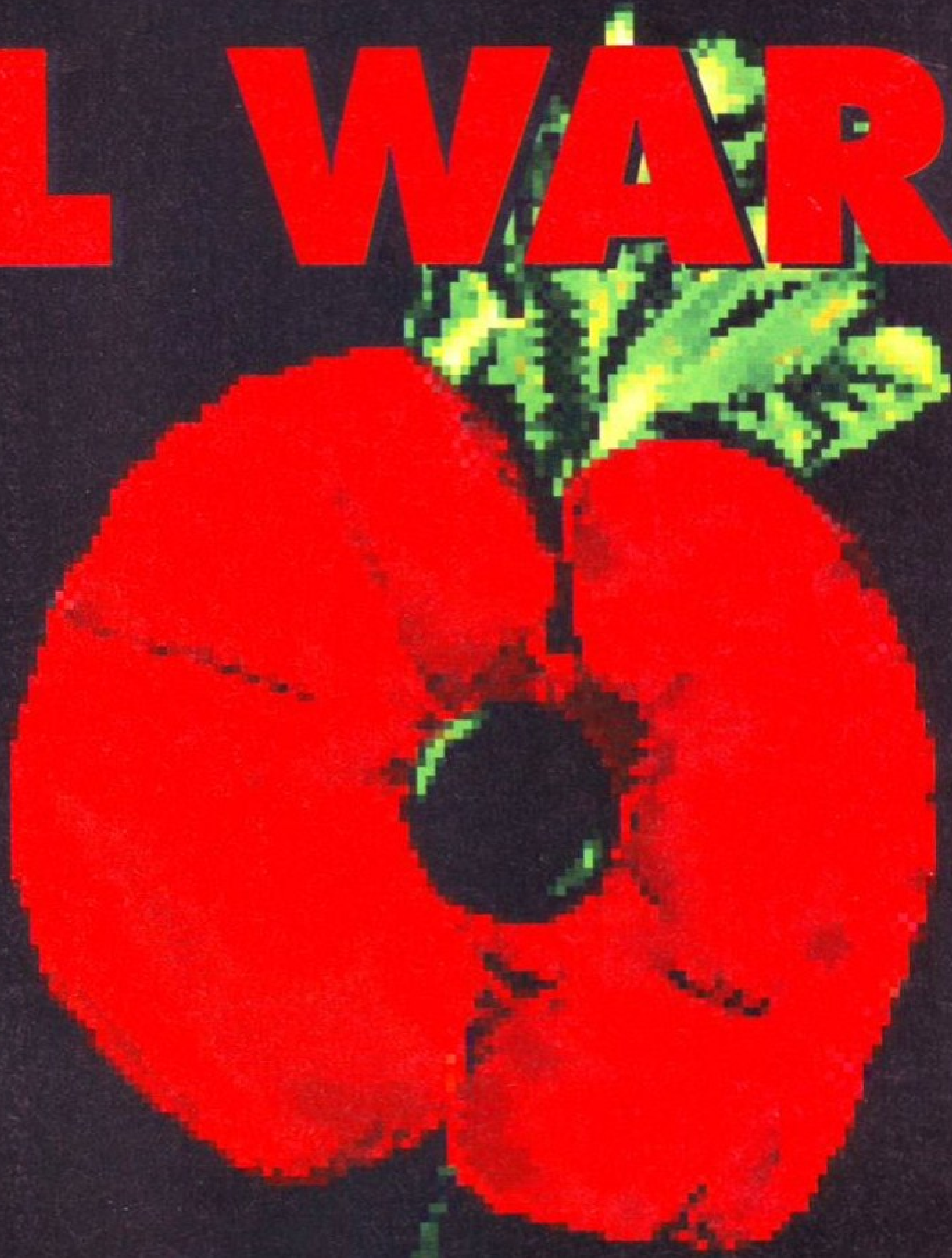
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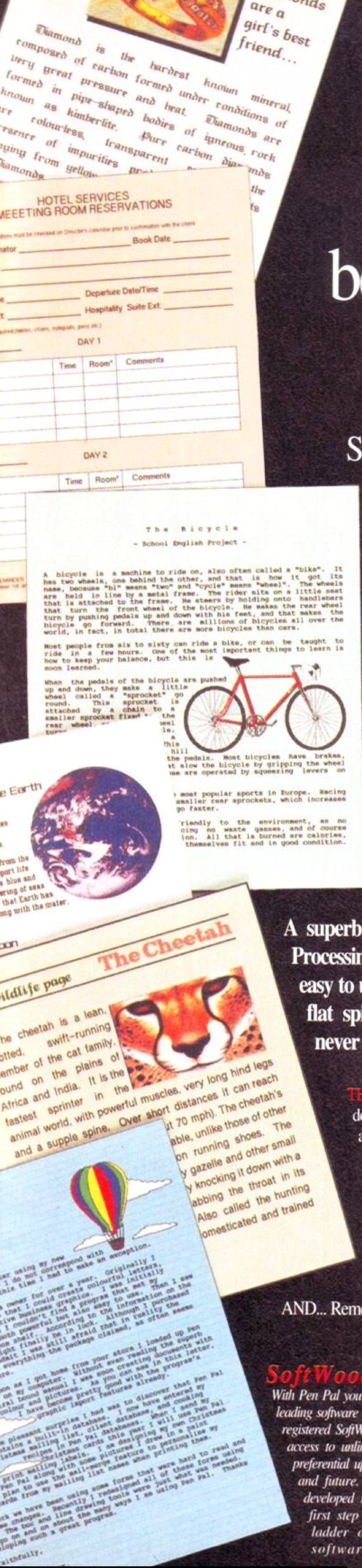
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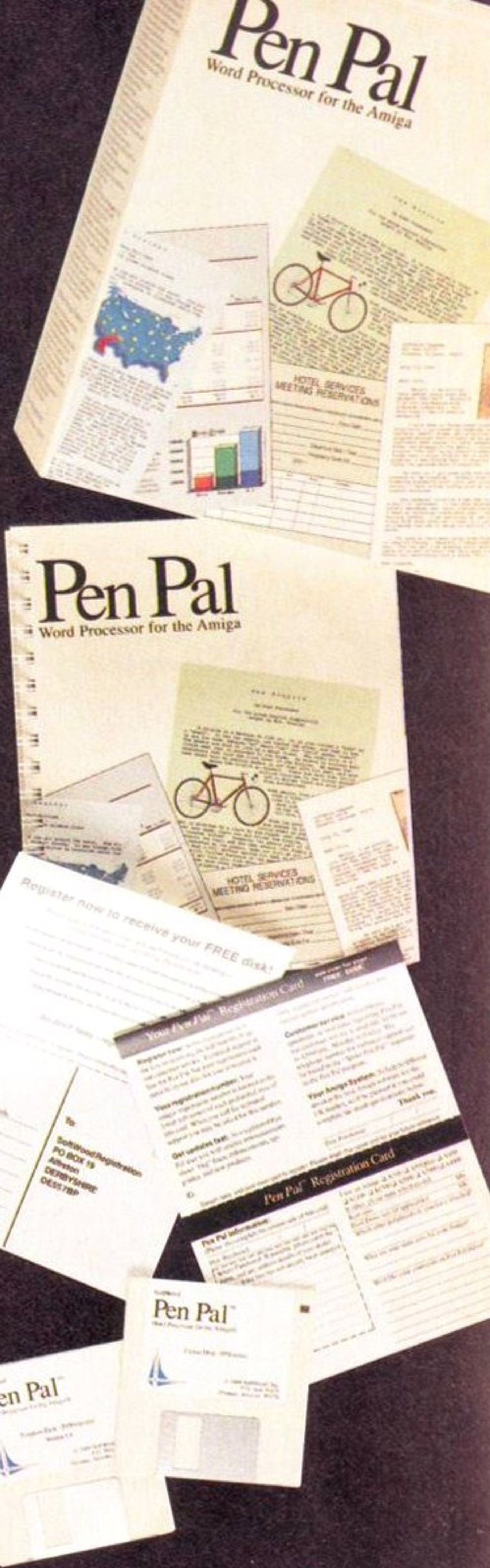
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# SECOND

Welcome to Gameblaster, and on the show tonight, we'll be finding out who is going to host the next series. Will it be veteran presenter Domingo Diamante, or the pretender to the crown, Flexter Deckchair?

Our two contestants will be wearing oriental garments and doing battle in a fabulous new game, *Second Samurai*, to decide who take (that's Japanese, that is) top spot. A cunning mixture of puzzle, platform, beat-em-up and shoot-em-up, *Second Samurai* makes *The Crystal Maze* look like Andy Pandy — you know, a sort of cute boy-doll in a funny stripy outfit.

And without further ado, it's on with the show. The object is to battle your way through 10 levels of sword-waving, fist-crunching, knife-throwing fun. Collect the weapons, pick up the points, solve the puzzles and slay the beasties. The guy with the most points gets to host the new series of Gameblaster. Is it worth it? Of course it is.

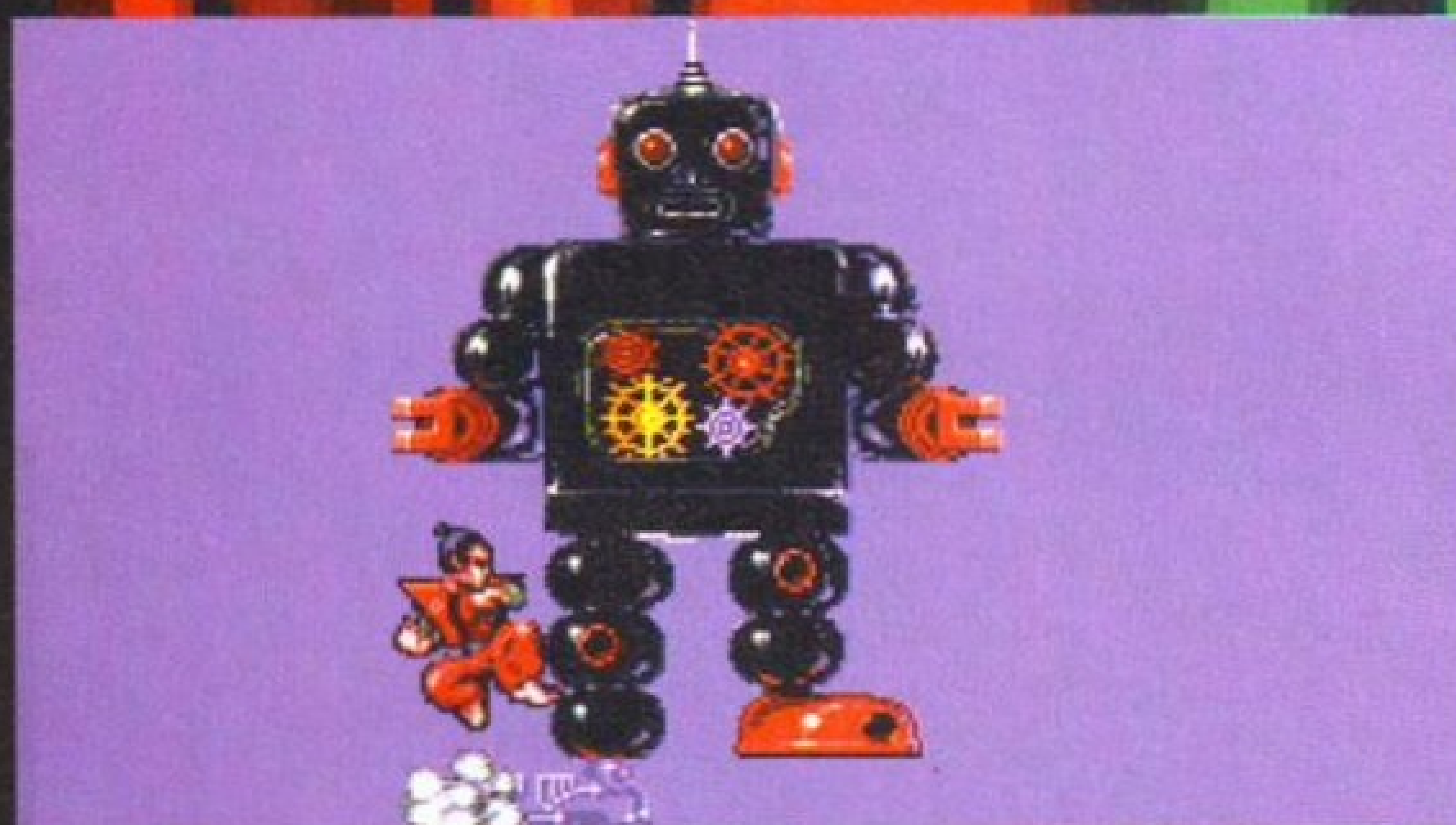
The Samurai lad in the red pyjamas has his work cut out if he's going to trash this mean, green beastie, eh readers?

### Join us after the break

Oh dear, young Flexter looks a bit ropy early doors.
A snake caught him in possession there — slight pause — of a large sword. Boom boom. That's it chaps, collect the books - they give you extra power. Veteran broadcaster Domingo is having to show all his Gameblaster expertise, deflecting the huge dragon's attention to his 'friend' Flexter. We'll leave it there for a few minutes folks. Back after this short intermission.

"Do you have an Amiga? Do you like computer games? If the answer to these questions is yes then have we got an offer for you!

Vivid Image and Psygnosis have teamed up to produce a fantastic new computer game for your Amiga."



This end of level baddie is a tough cookie. Just when you think you're starting to make some progress by kicking various limbs off, his little metal helpers come and weld them back on.

### Part two

And you join us at a critical moment in the proceedings. Flexter has just asked if he can go to the toilet, but the adjudicator has said that all he can do is hack and slash.

Our man with the mike, Mike, is down on the ground talking to Domingo.

"Domingo, how's it going?"

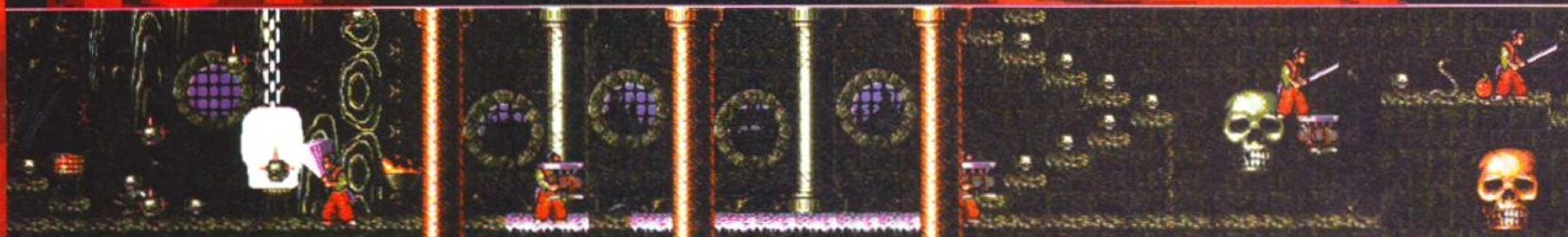
"Mike, it's bonkers out here. I got myself a sword early on by collecting a yellow book..."

"Domingo, I'll have to stop you there. I'm hearing that we have to go back to Steve at the reviews desk because he's got to do a review of *Second Samurai*. This version works on all Amigas, but a special enhanced A1200 version is on the way. Over to you Steve"

So it's finally here. And after two years in development, *Second Samurai* does not disappoint. Fabulous graphics and sound, huge worlds to explore, frightening end of level bosses to overcome and puzzles galore to solve make this an addictive experience. And it's become



Stunning graphics form the backdrop to the Samurai action. Although there's a wide range of weapons to chose from, there's more to *Second Samurai* than just hacking, slashing, kicking and punching.



Having said that, life does seem a whole lot better when you've got a Samurai sword. It's worth getting just for the sampled cry of 'My sword' which kept some of the finest minds at *AF* amused for hours.

This head appears from beneath the ground. Jump on it repeatedly to send it back where it belongs.

# SAMURAI



An oriental game wouldn't be complete without a Sumo wrestler. This chap is called Brian and used to be a bus driver in Bury before his life was changed by the Channel 4 late-night Sumo programme.

popular in the office with people milling around my desk muttering: "Me, I want to hack and slash, me, me".

The two-player option offers three play modes — Friendly, Stun and Kill. In the Friendly option, you and a pal go on a joint venture and boy, do you get to case some wild joints. The Stun and Kill modes enable you to damage your opponent, but you wouldn't want to do that, would you?

Weapons include swords, daggers, bombs and seeker skulls which follow the enemy, and there's also a nifty jetpack to strap on your back followed by a fantastic shoot-em-up sequence .

One of the many pleasing aspects of *Second Samurai* is that it's not just a case of frantic joystick waggling. The fighting moves take a while to learn but once perfected, you'll be ruthlessly efficient.

There's also an impressive end of game sequence which depicts the tale of the Samurai in story form. The amount you see depends on how many experience points you collect.

*Second Samurai* is good; very good. So put on those red pyjamas, boil some saki, change your name to Harry Kari and shout: "My sword".

**Stephen Bradley**



Here the Samurai lad bursts the clouds to put out the fire. He's after that magnet so he can use it to lift up the grill. Told you it wasn't just all swordplay.



Once he's got his flashing blade the Samurai lad dashes for the end of the level, where he jumps on the cannon and is transported to a new adventure.

## SECOND SAMURAI

**PROGRAMMERS**
Vivid Image

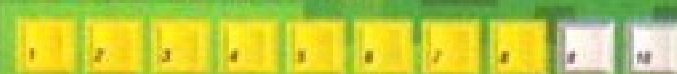
**PUBLISHER**
Psygnosis 051-709 5755

**PRICE**
£29.99

**RELEASE**
November




**GRAPHICS**



Like real little men in pyjamas.

**SOUND**



Swish, slash, "My sword".

**ADDICTION**



Chris, go and do some work.

**PLAYABILITY**



Maddening, but fun.

**VERDICT**

**" A high-kicking, sword-swishing oriental extravaganza with puzzles and punches, and levels and devils. *Second Samurai* is certainly full of Eastern promise. "**

# 91%

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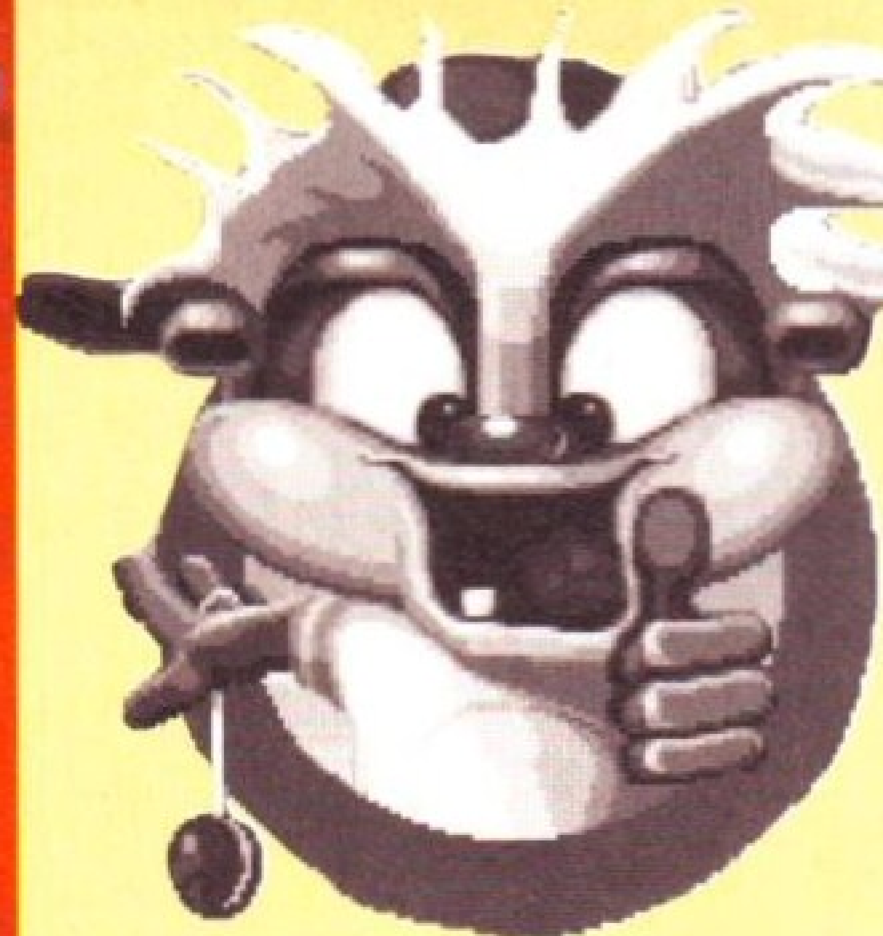
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# OSCAR AGA



Robots, slippery slugs and trainer-wearing aliens are just some of the baddies you'll meet in Space World. There are plenty of bonus-yielding film canisters and golden statues to collect too.

You can run, but you just can't hide. And there's no escaping the fact that cutesy characters sell game platforms. Sega and Nintendo would be nothing without Sonic or Mario. So it's no surprise Commodore have joined the fray by bundling *Oscar* with the A1200.

*Oscar* is *Trolls'* mutant offspring. The wirey-haired dwarves from last year's surprise platform hit have been replaced by a mean-looking dude with egomaniacal tendencies. In fact, he loves himself so much, he spends his time hanging around cinemas trying to find bronze effigies of himself.

The first thing you notice about *Oscar* is how similar it is to *Trolls*. Both games feature seven themed worlds, exquisite graphics, heaps of ferocious nasties and a friendly elephant who helps you when you die. They also share an identical bonus system where you collect a series of letters to get to the extra levels.

But the similarities end there. Where *Trolls* was derivative but fun, *Oscar* is an uninspired slog. You have to plough through level after level of platforms, collecting goodies and battling baddies without really feeling there's any point to it all.



Owight! Oscar does a Michael Barrymore and completes another round of the Quiz Show level.

## Nasty habit

Once you've stopped marvelling at the parallax scrolling and groovy animation, you quickly find yourself motoring along on autopilot, not really thinking about what you're doing. The only time *Oscar* actually makes you sit up and take notice is when something goes wrong – even on the easy levels the baddies are hard to kill without sapping your energy and they have a nasty habit of reappearing at the most inopportune moments. Worse still, the backgrounds are so overwhelmingly jazzy, it is much too difficult to see where your antagonists are coming from half of the time.

Even more unforgivable, though, is the pixel perfect precision that is required when leaping from platform to platform. Just one twitch of the joystick too many and the long haul to the top of the screen ends in complete disaster and you either end up at the bottom being harassed by those hard-to-beat nasties again, or you plunge to a certain, death. Your life-saving yo-yo isn't exactly an awful lot use either, in fact, you waste more lives trying to get the pesky thing to work than if you just carried on playing the game without it. It should have been so easy to like *Oscar*. It looks fantastic – the graphics, animation and parallax scrolling are all extremely snogworthy – but it's a bit like climbing inside a Jag XJ220 and finding fluffy dice hanging from the driver's mirror. The idea's better than the execution.

**Rob Mead**



Oscar slips on his trunks and goes in search of treasure in the watery Horror Level.



Oscar comes face to face with a enemy tank in the graphically gorgeous War World.






Collapsing bridges are just one of the hazards you face as you play your way through the game.

## OSCAR AGA

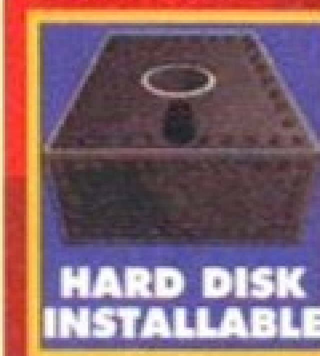


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We are pleased to announce our new "LifeTime" Warranty Options

Backed by one of the UK's leading independent insurers, you can now add a Warranty to ANY Hardware item from Harwoods. You'll never be faced with an unexpected repair bill again!!! Take out up to 5 Yrs cover and at the end of that period you can extend cover annually... thus, insuring your Amiga for a LifeTime. What's more the warranty IS fully transferable & so will help you to get the best possible price should you sell your computer at any time. 5 years warranty for a new Amiga A600 would cost just £45! This new scheme IS available now even if you have purchased your hardware elsewhere!

Phone for details... And stop worrying straight away!!!

## stop press

**Canon BJC600 BUBBLE JET COLOUR PRINTER**
NEW IN STOCK... 360 x 360dpi HIGH QUALITY CMYK COLOUR BUBBLE JET PRINTER. Ask for a FREE Print Sample. See Page 2

**NEW star COLOUR PRINTERS**
NEW RANGE!... See Page 3

**BLIZZARD 1230 TURBO UPGRADE**
Raw Power x 5
NEW - Make your 1200 really FLY!!! - See Page 3

## AMIGA Options POWERPLAY 18 GAMES PACK!

Buy a PowerPlay Pack for EXTRA ADDED VALUE!!!
Competition Pro 5000 Microswitched Joystick, Amiga Dust Cover, 10 - 3.5" Blank Disks, Mouse Mat, Disk Storage Box, plus...
EIGHTEEN GREAT GAMES: Xenon 2 Megablast, TV Sports Football, Hostages, Jumping Jackson, Stir Crazy, Bubble Plus, Bloodwych, TinTin On the Moon, Krypton Egg, Purple Saturn Day, Eliminator, Skychase, Safari Guns, Lombard RAC Rally, CaptainBlood, Strike Force Harrier Sky Fox II and Lancaster

18 GREAT GAMES for only... **£34.95**
...when purchased WITH AN AMIGA or just £39.95 separately. [Note Xenon 2 Megablast, Strike Force Harrier & Eliminator are NOT compatible with A1200/3000/4000 computers].

### Buy a ZOOL Pack

- ZOOL - Great Sonic style game!
- PINBALL DREAMS 4 Tables!
- STRIKER - Fantastic Football!
- TRANSWRITE - Easy to use Amiga WP!



**£14.95**
Purchased WITH AN AMIGA, or just £19.95 bought separately

### BUY A HARWOODS EXTRA PACK FOR GREAT ADDED VALUE...

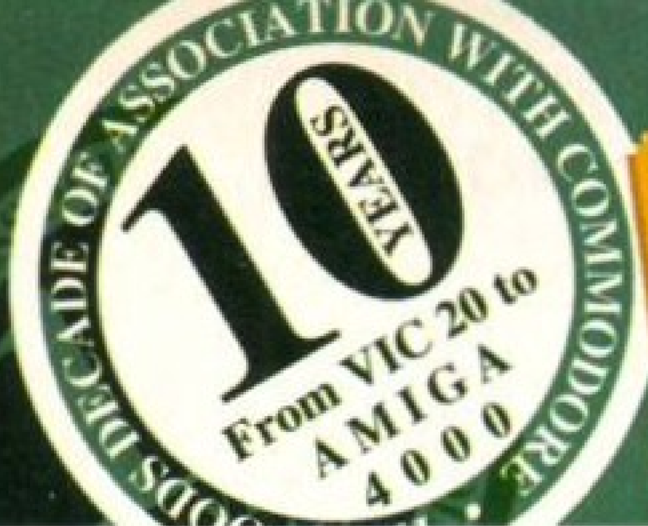
- TEN BLANK DISKS
- DISK LIBRARY BOX
- QUALITY MOUSE MAT
- AMIGA DUST COVER
- COMPETITION PRO MICROSWITCHED JOYSTICK

*Just the pack to get you started...*

**£14.50**
Purchased WITH AN AMIGA, or £19.50 bought separately

**0773 836781** GORDON HARWOOD Computers


ALL PRICES ARE INCLUSIVE OF VAT AT 17.5%




*****PRICE FLUCTUATIONS!**
Please note some items, inc. RAM Chips (SIMMS) & their hard drives etc., fluctuate in price on the strength of the £ against other World currencies, general supply & demand. Please ask for latest prices of any such components.
Adverts are often placed up to 7 weeks prior to publication cover date & variations may occur.
Please check before ordering!

# the extensive range of peripherals & software

## AMIGA MONITORS & MONITOR TV's

All our monitors & monitor/TV's are supplied to use right away with a cable to your Amiga. A quality vinyl dust cover is FREE with monitors too!

### PHILIPS MONITOR/TV

**PHILIPS PRO 2000 14" COLOUR SUPER-RES MONITOR/TV**

With the discontinuation of the CM8833 the Pro2000 is now the clear winner

2000 Character High Definition FST Tube, Direct SCART Lead Connection, RGB/AD, Composite Video & Direct Audio Inputs, Full FastText Teletext, Socket to plug in your Headphones, Infra-Red Remote, with Loop Aerial & FREE SCART Lead.
**NOW YOU CAN COMBINE THE BEST OF BOTH WORLDS... A QUALITY DISPLAY FOR YOUR COMPUTER AND A FULL FEATURE TELEVSION SET WITH SUPERB 'MEGASOUND' ALL IN ONE!** **£239.95**

### HIGH RESOLUTION MICROVITEC

**MICROVITEC 14" TRUE MULTISYNC COLOUR MONITOR**
One for the REAL ENTHUSIAST! .28 dot pitch, built-in DMS, max res. 1024x768 (interlaced).
SUPERB QUALITY... **£429.95**

### COMMODORE COLOUR MONITORS

**NEW COMMODORE 1084S COLOUR 14" STEREO** **£179.95**
Commodore's own MONITOR PERFECT for ALL Amigas incl. all cables etc.

**NEW COMMODORE 1940 MULTISYNC 14" COLOUR STEREO MONITOR [for A1200's, 3000's & 4000's]** **£299.95**
Commodores own multisync monitor with .39 dot pitch

**NEW COMMODORE 1942 MULTISYNC 14" COLOUR STEREO MONITOR [for A1200's, 3000's & 4000's]** **£399.95**
Highest res. CBM multisync monitor with .28 dot pitch!!!

## AMIGA PRINTERS

All our printers are supplied for immediate use including cable, paper & labels FREE OF CHARGE. Dot matrix models come with tailored dust cover. We also include specific Amiga driver disks with ALL printers FREE, (with Citizen models you get the excellent, new, improved Print Manager Version2) ALL Citizens have a 2 Year Warranty!!!
**Please call for prices on any models not listed**

### CITIZEN — NEW LOWER PRICES

| | |
|---|---|
| 120D+ Mono | £119.95 |
| NEW Swift 90 Mono | £154.95 |
| NEW Swift 90 Colour | £169.95 |
| Swift 200 Mono | £194.95 |
| Swift 200 Colour | £224.95 |
| Swift 240 Mono | £214.95 |
| Swift 240 Colour | £239.95 |
| LC100 Colour | £154.95 |
| SJ144 Thermal Colour HQ Printer | £579.95 |

### STAR — PHONE FOR PRICES

**JUST ANNOUNCED**
**LC24-30 Colour 24Pin**
Complete with 50 Sheet Auto-Feeder, up to 192cps (draft), 64cps (LQ), 10 Resident LQ Fonts, 14.6K Buffer
**LC24-300 Colour 24Pin**
LCD Panel, uo to 264cps (draft), 80cps (LQ), 16 Resident LQ Fonts, 46.7K Buffer, Quiet 46/43db modes

### CANON INKJETS — NEW LOWER PRICES

| | |
|---|---|
| BJ10sx Mono | £219.95 |
| BJ200 Mono, 250cps | £329.95 |
| Includes Auto-Sheet Feeder | |
| BJ230 Mono, 360dpi, 248cps, A4/A3 size inc ASF! | £374.95 |

Ideal for use with Final Copy II

**NEW, NEW, NEW**
**BJC600** **£579.95**
Superb new 360dpi Colour Bubble Jet Printer. Paper, OHP, envelopes. Compact durable design, fast print engine, 4 colour CMYK system with refill cartridges,, 100 sheet auto feeder, 240/170cps in text mode, 8 std fonts, 65K Buffer,

### HP

| | |
|---|---|
| 510 Mono Deskjet | £284.95 |
| 500 Colour Deskjet | £329.95 |
| 550 Colour Deskjet | £539.95 |

### STAR LASERS

**NEW LOW PRICES!!!**

| | |
|---|---|
| LS-5 | £579.95 |
| LS-5EX | £679.95 |
| LS-5TT PostScript | £949.95 |

### NEW STAR EXTENDED WARRANTY PLAN

New Prestige Warranty available on all Star printers. This is in addition to Star's standard 1 year warranty and can be extended to a max. of THREE YEARS ON-SITE from a very low cost!!! Please ask for further information or check out the booklet we include with every Star Printer

### NEW STAR PRINT MANAGER

AVAILABLE SOON - New Star Print Manager! Available with all new Star Printers or for existing Star users. Allows higher printing resolutions and more control of your Star. Please ask for details of this great new utility.

## PRINTER accessories

| PRINTER | BLACK RIBBON | COLOUR RIBBON |
|---|---|---|
| CITIZEN 120D+ | £4.75 | N/A |
| CITIZEN 124 | £4.75 | N/A |
| CITIZEN SWIFT 9 | £4.75 | £16.45 |
| SWIFT 24/24E/224 | £4.75 | £16.45 |
| STAR LC10/20/100 | £4.45 | £5.95 |
| STAR LC200 | £5.95 ZX9 | £12.45 ZX9CL |
| STAR LC24/200 | £6.95 Z24 | £12.95 X24CL |
| STAR XB RANGE | £8.95 Z24 | £14.95 X24CL |
| CANON BJ10e/ex/sx, STAR SJ48, APPLE StyleWriter CARTRIDGES | | £15.95 |

**AUTOMATIC SHEET FEEDERS:** ALL Star /Citizen 80Col. models [please state model when ordering] Only... £84.95

### ACCESSORIES

**Citizen Accessories:**
80 Column 9/24 Pin Printer Colour Kit [NOT 124] £37.95
32K RAM Expansion [24Pin Citizens except 200/240] £13.95
32K RAM Expansion [Citizen 200/240] £19.95
128K RAM Expansion [Citizen 200/240] £32.95

### LASER TONER CARTRIDGES

We stock MOST types at really competitive prices. PLEASE PHONE US stating your Printer make and model number

## GENUINE ORIGINAL HP CONSUMABLES

**HP INK CARTRIDGES...**

| DESKJET/DESKWRITER | | PAINTJET | |
|---|---|---|---|
| BLACK (Double Life) | £21.95 | BLACK | £21.95 |
| COLOUR (Standard) | £27.95 | COLOUR | £27.95 |

**HP PAPER/FILM...**

| | | | |
|---|---|---|---|
| SINGLE SHEET | £18.95 | TRANSPARENCY FILM (50 Sheets) | £49.95 |
| Z-FOLD | £20.95 | | |

## AMIGA ACCELERATOR UPGRADE BOARDS

### HARWOODS BLIZZARD 1200 Expandable Memory Board

AMIGA FORMAT GOLD
AMIGA FORMAT GOLD' AWARD 93%

BLIZZARD 1200-4/8Mb Expansion & Opt. FPU
- 4mb RAM as standard & option to add a further 4Mb. Giving 1200's an extra 8Mb!!!
- 32Bit LIGHTNING FAST Zero wait state FAST RAM (normally quicker than PCMCIA cards)
- Real Time battery backed clock
- FPU socket built-in for STANDARD PLCC type Maths Co-Processors of up to 40MHz speed!!! (this is the fastest speed the standard A1200 68020 CPU can access and boards with faster FPU's normally give no extra performance)
- Easy A1200 "Trapdoor" fitting retaining Commodore Warranties intact
- Compact design utilising latest SMT (surface mounted technology) for Ultra Reliability
- Full TWO YEAR WARRANTY

| | |
|---|---|
| BLIZZARD 1200-4Mb BOARD | £179.95 |
| 4Mb. RAM EXP. (Blizzards Own!) | £139.95 |
| 33MHz FPU Maths Co Processor | £79.95 |

**Options** SUPER DEAL... BLIZZARD 1200-4Mb. Board plus 4Mb. RAM Exp. to 8Mb. plus 33MHz Maths Co-Pro for only... **£369.95**

### NEW! HARWOODS BLIZZARD 1230 TURBO A1200 Acceerator Board

From the makers of the acclaimed Blizzard 1200 RAM Board comes the ultimate A1200 Accelerator. with high specification at an unmatched price!!!
- 400-500% performance increase on all applications (with additional on board RAM)
- Optional fast (up to 10Mb/sec) DMA SCSI-II interface for CD ROM etc. (CDTV, ISO-9660 Formats), Optical/Removable Drives (Syquests Bernoulli etc) as used on Apple Macintosh etc.
- 40MHz 68EC030 Processor
- Up to 50MHz 68882 PLCC or PGA Floating Point Unit (Maths Co-Processor)
- Up to 64Mb of 32-Bit RAM using standard 72 Pin SIMMS
- Battery backed real time clock
- Easy trap door installation. Does NOT void the computers warranty
- No software required, just plug in and go!

| | |
|---|---|
| BLIZZARD 1230 TURBO (0Mb) | £244.95 |
| 4Mb. RAM EXP. (32-Bit SIMM) | £179.95 |
| 33MHz FPU Maths Co Processor | £79.95 |

**Options** SUPER DEAL Limited Intro Offer Price! BLIZZARD 1230 Board plus 4Mb. RAM Expansion plus 33MHz Maths Co-Pro for only... **£449.95**

### NEW! HARWOODS FASTLANE Z3 SCSI-II Interface for Amiga A4000

For all A4000 owners who need lightning fast hard disk access. The ONLY answer for those IDE blues!
- Fast (up to 10Mb/sec) DMA SCSI-II interface for CD ROM etc. (CDTV, ISO-9660 Formats), Optical/Removable Drives (Syquests etc) as used on Apple Macintosh etc.
- Expandable up to 64Mb of 32-Bit Fast RAM
- Requires no Buster Chip upgrade!!!
- Compatible with all existing Amiga A4000's
- 4 x 32-Bit SIMM Sockets

Exceptional Value... **£329.95**

### HARWOODS GVP ACCELERATORS

GVP1230 40MHz, 68030ec, 32-Bit BOARD

| | |
|---|---|
| GVP 1230 with 1Mb. RAM | £289.95 |
| GVP 1230 with 4Mb. RAM | £479.95 |

Ask about Maths Co-Processors & RAM Upgrades

### HARWOODS SUPRATurbo 28MHz Accelerator

Compatible with ALL Amiga A500 & A500 Plus computers. [Amiga A1500 & A2000 versions also available - Please phone and ask for details]. Simply plugs into sidecar slot of 500/Plus or the internal slot of 1500/2000's. SPEEDS YOUR AMIGA BY A FACTOR OF UP TO 4 x NORMAL SPEED! Complete with throughport for RAM or Hard Drive expansions. Ideal for improving print output speeds when using your DTP, graphical or business programs like Final Copyll, Wordworth2, DPaint etc.

*Note!... in order to gain full speed benefits, your Amiga must have some FAST RAM [only Standard A500 Plus models DON'T]. Any Sidecar or GVP H.D. RAM Expansion you've already fitted is FAST RAM. Please ask for more details if you are unsure.*

**Raw Power x 4**
1200 Performance for just... **£129.95**

## HARWOODS amiga A600 & A1200 INTERNAL HARD DISK DRIVES

Our internal A600/1200 Hard Disk Drives are all high quality industry standard units manufactured by recognised & respected World-wide market leaders (eg.Conner, Seagate, Western Digital). Each Hard Drive comes with a one year warranty, driver software, fitting kit & full instructions for you to fit And... backup and repair utility software

If you prefer let us install your new Hard Drive - Benefit from...
- Speedy collection of your Amiga
- Fitting by Qualified Technicians, formatting, Workbench installation, hard disk configuration and pre-installation of invaluable backup and repair utility software.
- Full 12 month HARWOODS GOLD warranty for BOTH your new hard drive AND your existing computer! (see page 3 for Gold Service details)
- Courier Delivery back to you.

NO ONE ELSE OFFERS ALL THIS... YOU NORMALLY ONLY GET A WARRANTY TO COVER A NEW HARD DRIVE BUT **NOT** THE WHOLE COMPUTER!!!

OTHER SIZES AVAILABLE... Please call us for details!

*Hard Drive capacities quoted are un-formatted to the nearest 5Mb.*

| Capacity | 85Mb | 130Mb | 210Mb |
|---|---|---|---|
| Self-Fit | £194.95 | £269.95 | £379.95 |
| Fitted | £219.95 | £294.95 | £404.95 |

**0773 836781**

**Finance Facilities Available,*

gordon harwood computers

# AMIGA

## 0773 - 836781

## AMIGA accessories

**sound & graphic DIGITISERS**

| | |
|---|---|
| Colour Pic Plus | £679.95 |
| Super Pic | £579.95 |
| Rombo Vidi 12, V2.00 | £74.95 |
| Vidi 12 & Sound & Vision | |
| MegaMix Master | £94.95 |
| Amas 2 Sound Sampler & Midi Interface inc.Microphone | £74.95 |
| Audio Engineer Plus | £179.95 |
| Audio Engineer Plus 2 | £249.95 |
| Technosound Turbo Sampler | £29.95 |
| NEW Technosound Turbo 2 | £44.95 |

**MUSIC**

| | |
|---|---|
| Miracle keyboard | £299.95 |
| Music X full version 1.1 | £24.95 |
| Midi interface 5port c/w cable | £24.95 |
| Super JAM | £79.95 |
| Bars & Pipes Pro 2 | £244.95 |
| ZYFI Stereo Speakers | £39.95 |
| ZYFI Pro Stereo Speakers | £54.95 |
| Clarity 16 | £109.95 |
| Stereo Master | £29.95 |

**SCANNERS**

| | |
|---|---|
| Power Mono NEW V3.0 Hand Held Scanner | £109.95 |
| Power Colour Hand Held Scanner | £239.95 |
| Sharp JX 100 Colour Flatbed [A6 Paper size] | £549.95 |

**genlocking devices**

| | |
|---|---|
| ProGen - Perfect high quality entry level true video signal genlock | £64.95 |
| Rocgen Plus | £139.95 |
| Rendale 8802 inc switch and fader controls, A1200 | £179.95 |

**ALFA-DATA MICE**

| | |
|---|---|
| HQ Microswitched MEGA MOUSE excellent magazine reviews... | £12.50 |
| HQ Microswitched 400dpi Resolution MEGA MOUSE | New Low...£13.95 |
| HQ Microswitched MEGA MOUSE inc. Mouse Mat & Holder | £19.95 |
| High Quality micro-switched Optical mouse | £28.95 |
| HQ Microswitched Trackball | £29.95 |
| Automatic Mouse and Joystick Switcher | £17.95 |

**IBM PC emulators**

GVP 286 PC Emulator for your GVP A500 HD8/530... Simply plugs into GVP drive mini slot. Tap into a wealth of PC compatible software for the new low price of just... [No DOS] £99.95

**monitor STANDS**

| | |
|---|---|
| Premier Control Centre & Monitor Plinth with shelf: | |
| For Amiga A500 | £39.95 |
| For Amiga A600 | £34.95 |
| For Amiga A1200 | £39.95 |

**JOY sticks**

| | |
|---|---|
| Zipstick autofire | £11.95 |
| Competition Pro-Star autofire, burstfire & slow motion | £13.95 |
| Python 1M | £10.95 |
| The 'BUG' Microswitched | £14.95 |

*Full range of Quickjoy and other makes stocked - please call us for prices*

**BLANK DISKS STILL AT LOW PRICES!!!**

| | |
|---|---|
| 10 TDK 3.5" DS DD | £7.95 |
| 50 TDK 3.5" DS DD | £32.95 |
| 10 TDK 3.5" DS HD | £12.95 |
| Certified Bulk Disks with labels: | |
| 10 with library case | £6.95 |
| 50 Disks - only... | £24.95 |
| 100 Disks - only... | £39.95 |
| 250 Disks - only... | £94.95 |
| 3.5" Disk Head Cleaner essential for reliable loading | £2.95 |

*for MORE ACCESSORIES...Please Phone us!!!*

**NEW MOUSE MECHANIC**

Fantastic Universal Mouse Cleaning Tool
Cleans in Seconds, Needs No Fluid
Use again & again £4.99 50p p&p

## AMIGA EXTERNAL FLOPPY DISK DRIVES

**ROCLITE 3.5" ANTI-VIRUS**

External 3.5" Drive
Built-In Anti Virus Checker & FREE Head Cleaning Kit
NEW LOW PRICE
£59.95

**POWER XL HIGH DENSITY DRIVE**

3.5" High Density 1.76Mb. Drive for extra storage and... FREE Head Cleaner
£99.95

## AMIGA MEMORY UPGRADES — RAM CARDS & SMART CARDS

**TRAPDOOR UPGRADES**

| | |
|---|---|
| Amiga A500 1/2Mb. | £32.95 |
| Amiga A500+ 1Mb. | £39.95 |
| Amiga A600 1Mb. | £47.95 |

A500 & A600 RAM expansions inc. Battery Backed Real Time Clock

**SMART CARD UPGRADES**

| | |
|---|---|
| PCMCIA CARDS for A600/1200 | |
| PCMCIA, 2Mb. | £119.95 |
| PCMCIA, 4Mb. | £174.95 |

## Amiga Compatible Apple™ Printers

Apple™ equipment has always had a reputation for its quality and reliability...but, at a price! NOW you can use Genuine Apple™ Printers with your Amiga at far MORE COMPETITIVE prices than you'd imagined was ever possible...

**Apple™ Personal LaserWriter™ NTR**

4ppm Canon engined laser with superfast RISC Processor & 3Mb RAM (upgradable to4Mb). True PostScript™ Level 2. HP LaserJetII & PCL 4+ emulations. FULLY Amiga & PC compatible. Parallel, Serial RS232 & LocalTalk interfaces built-in. No other laser of this quality costs so little...£739.95

**Apple™ Color A3/A4 BubbleJet**

Canon BJC 820 engined 360x360dpi BubbleJet. EpsonQ 24Pin emulation. Parallel & SCSI interfaces. A3 & A4 size paper. Up to 300cps in text mode! INFINITE COLOUR OUTPUT using a 4 colour CMYK system of ink cartridges with approx. 700page life. There's no better inkjet at only... £704.95

**Call for your Apple Printer Brochure NOW**

Remember we also supply the full range of Macintosh® computers, from a Classic® to a Quadra® for personal callers...

Telephone: 0773 521606 now!

Authorised Reseller*

## AMIGA BOOK Shop



| | |
|---|---|
| Amiga A1200 Insider Guide | £14.50 |
| Amiga A600 Insider Guide | £14.50 |
| Mastering Amiga Assembler | £21.95 |
| Mastering Amiga Beginners | £18.50 |
| Mastering Amiga C | £18.50 |
| Mastering Amiga Workbench | £18.50 |
| Mastering Amiga DOS Vol. 1 | £19.50 |
| Mastering Amiga DOS Vol. 2 | £19.50 |
| Mastering Amiga DOS Vol. 3 | £23.50 |
| Mastering Amiga AMOS | £18.50 |

*ABACUS books also in stock please phone for prices!*

## AMIGA software

**WORD PROCESSING AND PUBLISHING**

| | |
|---|---|
| Pen Pal V1.5 | £49.95 |
| Final Copy II Release 2 - AGA | £99.95 |
| THE BEST WORD PUBLISHER | |
| Kindwords 3 | £39.95 |
| The Publisher | £39.95 |
| Professional Page V4.0 | £129.95 |
| Pagesetter III | £47.95 |
| Wordworth 2 - AGA | £99.95 |
| Softfaces 1 to 4 (for FCII) | £39.95 |
| Softclips 1 to 4 | £29.95 |
| Softwood Proper Grammar 2: Grammar & Spelling checker, for ALL those Amiga Word Processors | £39.95 |

**INTEGRATED TITLES**

| | |
|---|---|
| Mini Office FEATURING... Word Processor, Spreadsheet, Database and Disk Manager... FULLY INTEGRATED! | £39.95 |

**DATABASE SOFTWARE**

| | |
|---|---|
| Homebase | £15.95 |
| Superbase 2 Personal | £29.95 |
| Gallery Pictorial Slide Show/DB | £29.95 |

**CAD & Structured Drawing**

| | |
|---|---|
| X-CAD 2000 | £97.95 |
| X-CAD 3000 | £254.95 |
| Art Expression | £144.95 |
| Expert Draw | £49.95 |

**VIDEO SOFTWARE**

| | |
|---|---|
| Video Master | £52.95 |
| Scala 500 | £74.95 |
| Scala Professional | £177.95 |
| Broadcast Titler 2 | £244.95 |

**MISCELLANEOUS SOFTWARE**

| | |
|---|---|
| GB Route Plus | £34.95 |
| Voyager | £54.95 |
| Turboprint Pro 2.0 | £34.95 |
| Mavis Beacon... Teaches Typing | £22.95 |
| Workbench Upgrade Kit | £79.95 |
| Action Replay III | £57.95 |
| TypeSmith | £119.95 |
| System 3E | £54.95 |
| Cashbook Combo | £59.95 |
| Personal Finance Manager | £29.95 |
| Arena Accounts | £94.95 |

**ANIMATION AND GRAPHICS**

| | |
|---|---|
| Deluxe Paint 4.1 | £64.95 |
| Deluxe Paint 4 (AGA) | £74.95 |
| 3D Construction Kit | £36.95 |
| Adorage | £57.95 |
| Vista Pro 2 — Limited Stocks | £29.95 |
| Vista Pro 3 | £54.95 |
| Scenery Animator | £62.95 |
| Art Department Prof. V2.3 | £149.95 |
| DCTV Composite Video 24-Bit Graphics System (PAL Version) | £349.95 |
| Morph Plus | £149.95 |
| Real 3D Classic | £74.95 |
| Real 3D 2 | £364.95 |
| Brilliance | £147.95 |
| Pixel 3D Pro + Anim Workshop | 149.95 |

**AMIGA DEVELOPMENT AND UTILITIES SOFTWARE**

| | |
|---|---|
| Quarterback V5 | £51.95 |
| Quarterback Tools | £47.95 |
| Quarterback Tools Deluxe (Advanced Disk/File Management) | £99.95 |
| PC Task - PC Emulator | £37.95 |
| Cross DOS | £34.95 |
| Easy Amos | £24.95 |
| Amos The Creator | £36.95 |
| Amos Compiler | £21.95 |
| Amos 3D | £25.95 |
| Amos Professional | £36.95 |
| Amos Professional Compiler | £24.95 |
| New SAS Lattice C V6 | £239.95 |
| Devpac 3 | £52.95 |
| Directory Opus V4 | £49.95 |
| Can Do 2 | £99.95 |

**AMIGA GAMES**

Phone for a massive choice of competitively priced entertainment software!!!

## AMIGA + - x abc educational software

phone us for titles not listed!

| | |
|---|---|
| micro science - to GCSE standards | £18.95 |
| micro maths - to GCSE standards | £18.95 |
| micro english - to GCSE standards | £18.95 |
| micro french - to GCSE standards | £18.95 |
| micro spanish - to GCSE standards | £18.95 |
| micro german - to GCSE standards | £18.95 |
| compendium six [6 great programs] | £27.95 |

## COMPARE OUR GOLD SERVICE

*Before you choose from whom to purchase, please phone us. We are always happy to discuss your requirements and answer any queries you may have. And.. remember Harwoods have always provided THE BEST service in the industry...*

**FREE GOLD SERVICE:** Any computer, monitor or printer that requires service in the first year is collected FREE OF CHARGE (UK Mainland only). Remember at Harwoods we charge no more for this GOLD service. The fastest turnaround possible is GUARANTEED by our OWN SERVICE ENGINEERS. -Many items have In-Home Warranties -

**TECHNICAL SUPPORT:** You will be given our Exclusive Technical Support Phone Number to call should you require any help or advice on any aspect of the system you have purchased.

**MINIMUM 12 MONTH HARDWARE WARRANTY:** Items proving faulty within 30 days of purchase are replaced with NEW UNITS unless otherwise stated. For the guarantee period, warranty service will be completely FREE OF CHARGE [some items are 2 yr warranty].

**YOUR SYSTEM READY TO GO:** All main hardware products come with mains plugs and leads - just connect up and use straight away.

*How to contact us...*

**BY PHONE:** Phone our Order Hotline with your Access, Visa, Mastercard Switch or Lombard Creditcharge Card quoting number & expiry date (Most Dixons, Currys, NASCR and other 'store' cards are Lombard Creditcharge and are happily accepted by us).

**BY POST:** Make cheques, bankers building society drafts or postal orders payable to GORDON HARWOOD COMPUTERS. (Personal/business cheques take 7days to clear from day of receipt whereupon your order will be despatched). Please send Name, Address, and most importantly if possible, a Daytime Telephone Number along with your order requirements. Please check you are ordering from our latest advertisement before posting (phone if you require confirmation). Please remember that for example many September publications appear during August, etc., therefore prices you see may have changed (either up or down).

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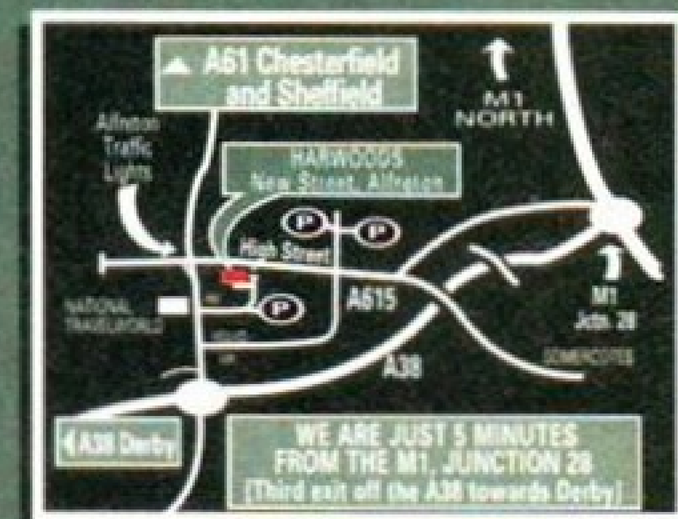
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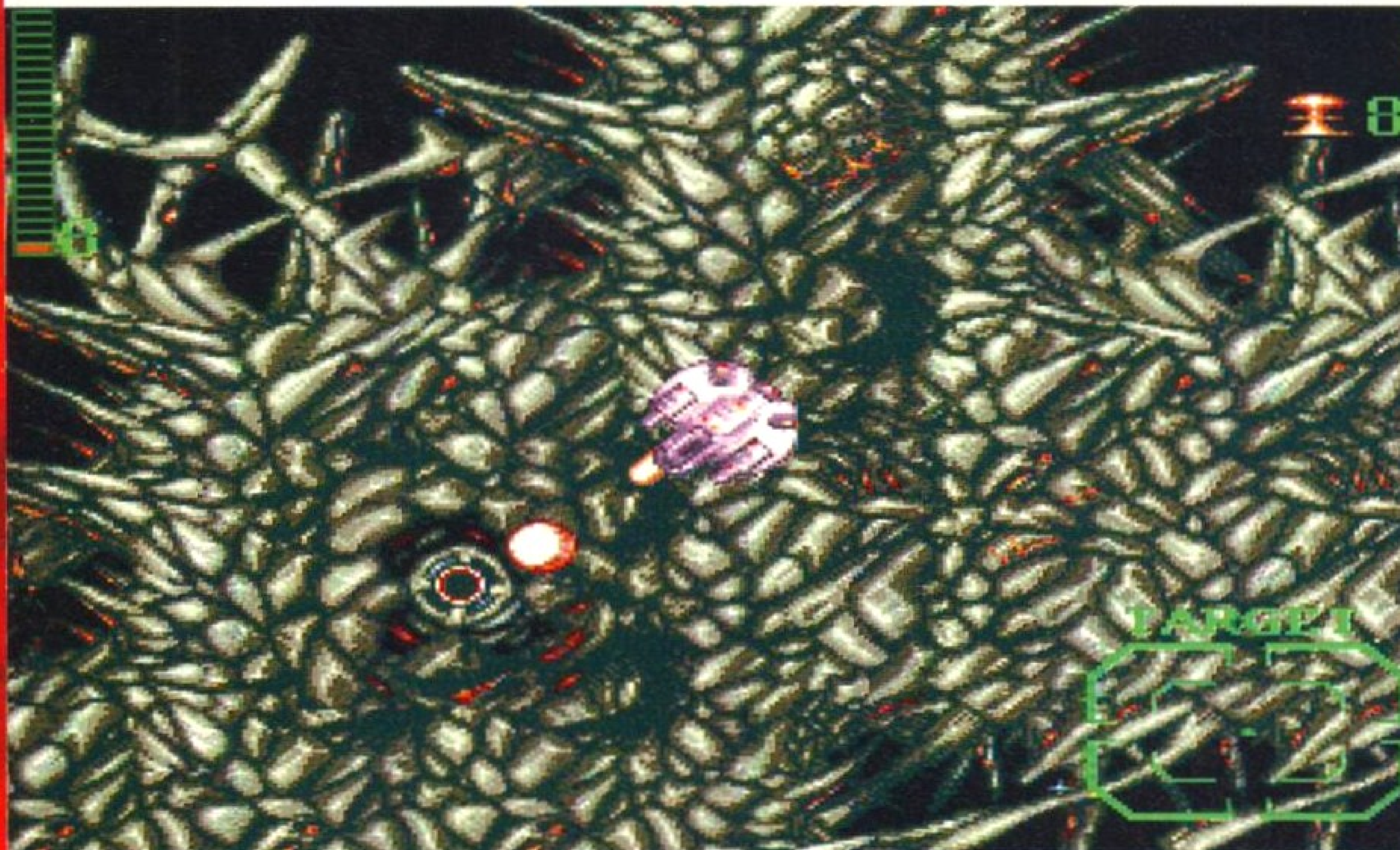
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One of *Blastar's* main problems is that the aliens are largely undetectable from the similarly coloured backgrounds. The programmers may defend this as camouflage, but it seems like crap coding to me. The radar (bottom right of grab) is very short range too, which doesn't help.

# BLASTAR

Shoot-em-ups, eh? We've certainly had 'em. We've had horizontally scrolling, vertically scrolling, four way scrolling, into the screen, viewed from above, side on, from behind, first person, third person perspectives. We've had the lot!

If anyone ever writes another shoot-em-up they will have to have an extra special trick up their sleeves. Super-incredible playability, extra smooth parallax scrolling, unprecedentedly powerful power-ups, or something else. Don't ask me what – if I knew I'd have sold the idea to Sensible Software and I'd be designing my own shoot-em-up now, instead of telling you about this one.

### A second superstar?

If the Bitmap Brothers had followed up their 1989 shoot-em-up superstar *Xenon 2 – Megablast*, they would have written something a lot like this. It's the logical next step in the *Xenon* saga. *Xenon* was a slow, but involving, vertical scroller that allowed you to change between a land-borne craft, which looks a lot like your ship in *Blastar*, and a flying ship. The landscape was a futuristic metal planet. *Xenon 2* went one step further. The land craft was discarded for a spaceship that could be rigged with so many power-ups that it really deserved the *Megablast* part of the title. The scenery was now organic, flailing tentacles ensnaring your ship. If, in *Xenon 2*, you took a wrong turn, you could pull back on the joystick and scroll backwards down the route you'd taken. A kind of two-way scrolling shoot-em-up.




Just like *Xenon 2*, *Blastar* has a shop from which to buy power-ups. Unlike *Xenon 2*'s it is extremely poorly stocked.

If the Bitmaps had not gone on to produce *Gods, Magic Pockets* and *The Chaos Engine*, but had produced *Xenon 3* instead, don't you think they might have had a viewed from above four-way scrolling shoot-em-up? Especially one where you fly over a fetid organic landscape?

Enter Core Design. Enter *Blastar*, with the same dark and moody look, the same organic landscape, the same 'Entering Shop' section for buying power-ups. There's nothing I love more than a good shoot-em-up. But there's nothing I hate more than an average one. And sadly, that is what *Blastar* is. The gameplay is average, the control method is unwieldy, the music is average, the sound effects are uninspiring, the aliens are unintelligent and difficult to see, the missions are dull, the intro animation is awful.



But *Blastar* does have one original twist, as part of some of the missions you have to 'enter the tunnels and destroy the guardians'. And the perspective shifts to a horizontally scrolling, *Scramble*-type shoot-em-up. This section isn't average... it's awful. The worst parallax and scrolling we've ever seen combine with pretty poor graphics to produce something which is crap!

### Sadly, nowhere near it!

Does *Blastar* have anything going for it? The box illustration and logo are nice, and the instructions are printed on the back of a rather fine A2 poster of said artwork.

If you really need to play a viewed from above space shoot-em-up, turn to page 54 and see if *Uridium 2* is any cop.

**Marcus Dyson**

## BLASTAR




**PROGRAMMERS**
Tim Swann

**PUBLISHER**
Core Design 0332 297797

**PRICE**
£25.99

**RELEASE**
Out now

**GRAPHICS**



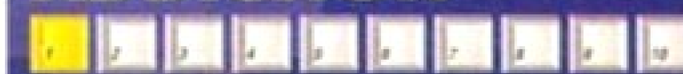
Some bad – others... worse.

**SOUND**



Pretty poor rave soundtrack.

**ADDICTION**



I never want to see it again.

**PLAYABILITY**



Not much to be found here.

**VERDICT**

**"A pathetically poor attempt to produce Xenon 3. This game fails on every single level. This is not the worst shoot-em-up ever, but it comes pretty close."**

**44%**



Decisions, decisions. You have a choice of 12 planes in which you can take to the air. Each of the planes has its own weapon systems, handling characteristics and an amusing pet name.


You can match planes from different eras against each other with the What If option.



Once you've got the hang of chucking the old crate about you can try a few proper missions.

Aerial dogfighting, just your flying skill and tactics pitted against your opponent, soaring through the clouds and fighting it out thousands of feet above the ground. What a nutter. There is little romance about it when you stop and think. A few swift turns and a burst of cannon-fire and your guts spiral earthward in separate pieces. That was your life, mate.

*Dogfight* is a flight sim centred on straight air combat. There are six theatres of war from WWI through Korea to modern day Syria, and each period has a pair of suitable planes to fly. You can configure the amount of ground detail, sound and difficulty before picking a crate and taking to the skies intent in a one-on-one dogfight.

If you want a more serious approach there are a series of missions for each theatre with objectives and resources to allocate. Played this way *Dogfight* is a more traditional flight sim.

The view from the cockpit is in vector graphics and pretty good ones too, the planes are highly detailed and everything moves at a respectable speed. The static screens are excellent. If you choose to look behind the pilot you get a lovely view of your chaps head. Each plane has a different cockpit, which can get confusing as you need to learn a new layout each time you pick a different kite. There are loads of external views and you can also look around from your seat.

Control is by joystick with the usual array of keyboard commands to wrestle with. Although it's not a real heavy-duty flight sim, there are a fair number of controls to find your way around. There are some great touches too, if you fly into the sun you are blinded. The sound effects are a suitable set of engine and weapon noises.

### Scramble you fellows

*Dogfight*'s main claim to fame is that you can match any plane against any of the others in a What If situation. Shooting down the old string-bags from WWI with a modern jet is surprisingly difficult. They can turn on a sixpence and your infrared missiles are useless.

If you've never played a realistic flight sim before you could be in for a frustrating time. Fights can easily turn into an endless bout of circling as you try to turn inside your opponent. Enemy planes try their best to keep out of your gunsight and sneak up behind you. At best they are fast moving dots. This is no quick and easy blast. You need to learn air combat manoeuvres, use your instruments and look about the cockpit if you are to have any chance.

The variety of different planes and missions makes *Dogfight* a worthy proposal for aficionados of the genre. Flying the jets and the propeller aircraft are quite different.

*Dogfight* can feel a little cold, with no pilot names or clear objectives, the straight one-on-one fights have a rather detached feeling about them. The fights start with the planes in fairly close proximity in open sky and quickly turn into a spiralling duel in which you are constantly looking over your shoulder and turning as quickly as you possibly can. It can all get terribly annoying.

The dogfighting angle with lots of planes is a great idea, the execution stops short of brilliance. The Missions section adds more life into things and the What If bit is a laugh. It's not a game for the short tempered. Getting to be a good dogfighter requires determination and dedication. If you have these skills you are in for a serious amount of aerial punch-ups.

**Rob Mead**

# DOGFIGHT



Now this is more like it, my Sea Harrier verses your Spitfire. As well as recreating small slices of history you can write yourself a new bit, and pit anachronistic planes against each other.

## DOGFIGHT




**PROGRAMMERS**
MicroProse team

**PUBLISHER**
MicroProse 0666 504326

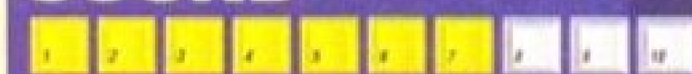
**PRICE**
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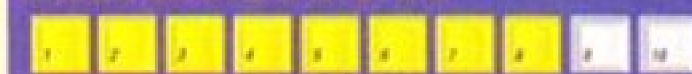
**RELEASE**
Out now

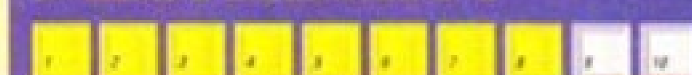

HARD DISK INSTALLABLE

**GRAPHICS**

Superb piccies of the planes.

**SOUND**

Swoosh, rat-a-tat, kaboom.

**ADDICTION**

Give in or play to the death.

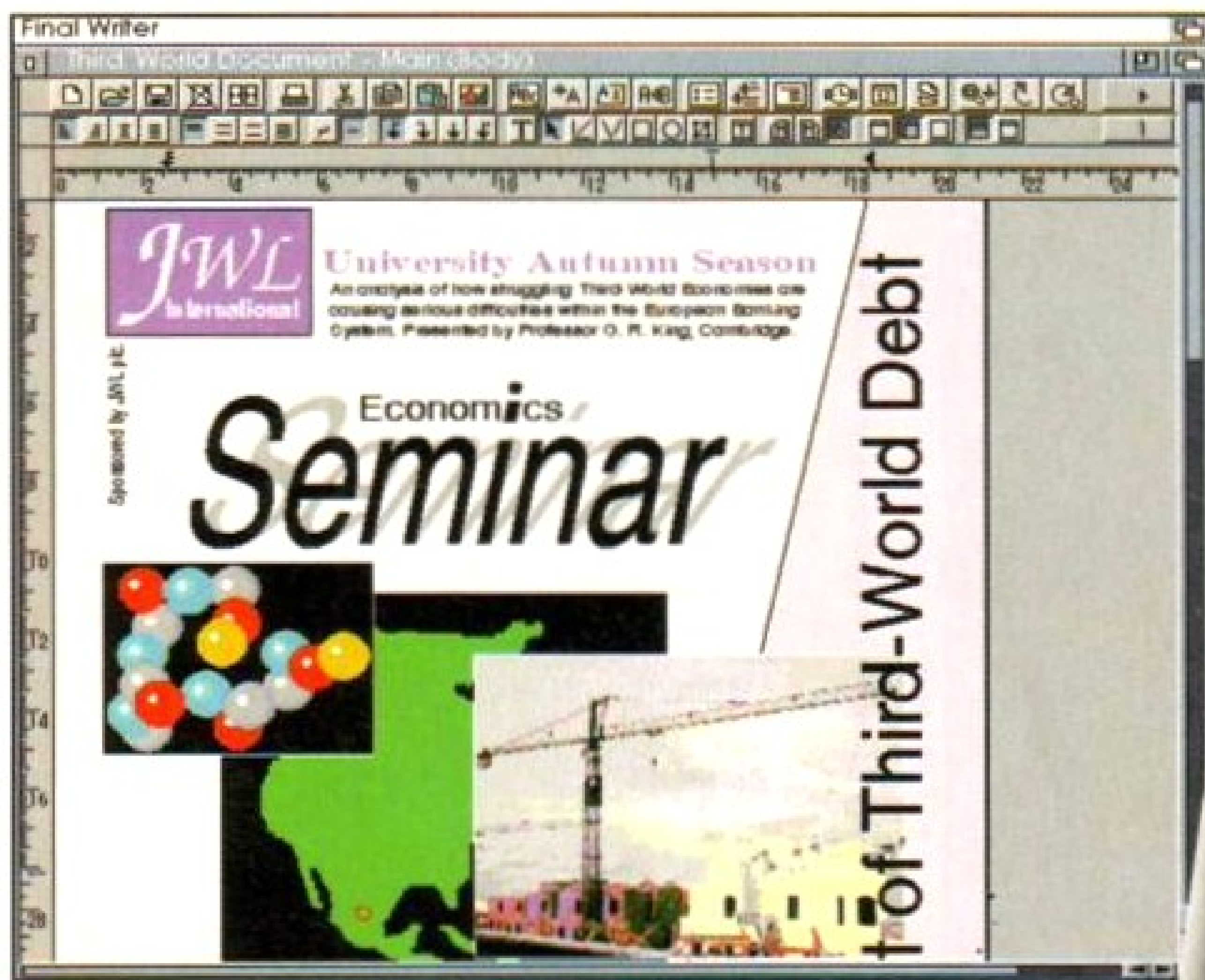
**PLAYABILITY**

Easy to start, hard to master.

## VERDICT

**"Twelve planes, six wars and only one pilot – this is an engaging and detailed flight sim with a wide scope, but lacks a realistic feel at times."**

# 81%

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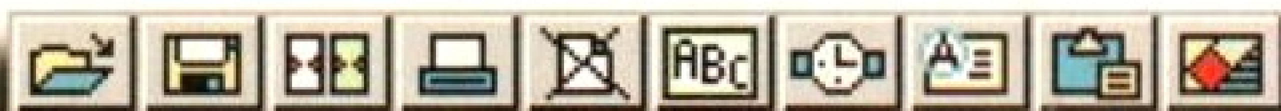
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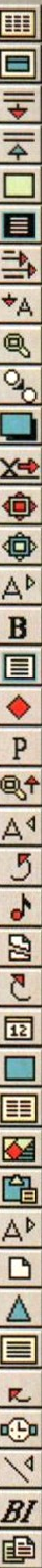
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# ...or Can You?










This is what we call in the industry, "A bodge-together". We've put two tracks together to give you some idea of what a whole track looks like, not that it looks anything like this,anyway. But you get the idea don't you. Say "Yes Steve".

This the main menu. Not really much to explain here. You can view all races, but they all look pretty similar, so just bang the fire button and get racing. Or trying to see if you can take a short-cut across the middle, but you can't, that's why this grab is here, to hide the big empty space in the middle. Pants.

I found that going the wrong way and obstructing the other cars was more entertaining than doing the right thing.

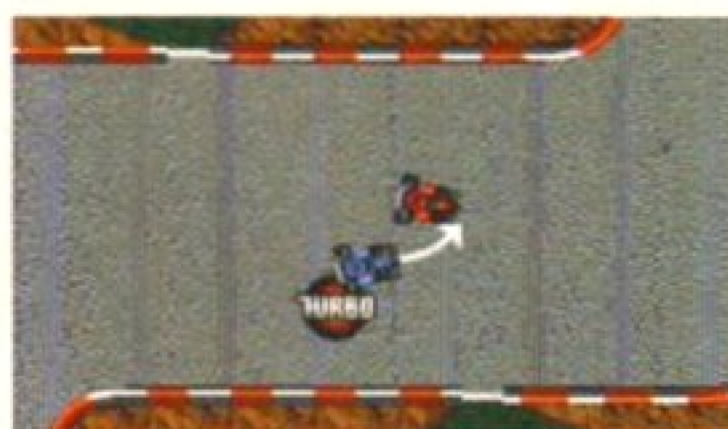
# OVERDRIVE

Welcome folks and here's your super, soaraway 10-step, no-nonsense guide to Team17's new brake-blockbuster *Overdrive*. One player. Two players, using a null modem cable. Three skill levels. Four types of car. Five terrain types. Six hours of disk accessing. Seven better things you can think of doing while waiting. Eight different computer drivers to race. Nine lives are for cats, not cars. 10-pin bowling bears little resemblance to *Overdrive*.

"This is a tannoy announcement. Would Mr Stephen Bradley please return to the Inevitable Comparisons department on the fifth floor."

### Seen it all before?

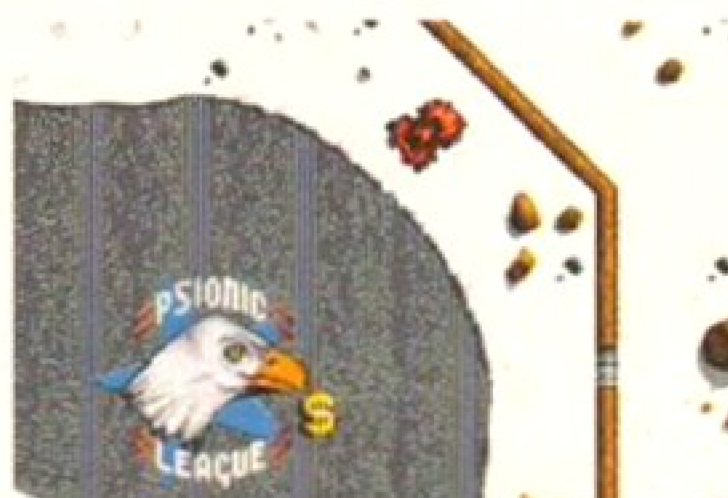
Eeh, them stairs; they'll be the death of me. So this *Overdrive*, bit like that *Micro Machines*, eh? Diddy motors – racing cars, buggies and four by fours zooming around little tracks (and Supercars as well, young Bradley). It all looks the same to me. OK so there are no breakfast tables, pool tables or baths to manoeuvre your machine around, but what the heck, this game could have been called *Very Small Machines*.




I think the idea is to get in everybody's way. Maybe not, but it's a lot of fun.



The frustrating thing is that you can't drive off this bridge and go wading through the water.




Your driving skills are really put to the test in these arctic conditions – take it n..ice and easy.

Oh, but if only this game had appeared on the Amiga a couple of months ago. Then we could have told you about the superfast cars, the fabulous scrolling, the great top-down view. Hang on there just a minute, we still can.

I mean, it's not as if we have to constantly refer to That Other Game. Come on *Overdrive*, stand up and be counted – get some blood on your tyres.

In the arcade challenge, you get a bundle of cash at the start of the game to enter races, and the harder the race, the bigger the prize. Race around the track against two computer drivers collecting pick-ups to enhance performance. Come last in three races and you will find yourself completely skint.

### A touch too late...

No, I can't go on with this. Even if there had been a two-player option, *Overdrive* would still compare unfavourably against That Other Game. A case of bad timing for Team 17, I'm afraid. Sure, this game is good, polished fun but it goes down by three falls and a submission.

**Stephen Bradley** AF

## OVERDRIVE




**PROGRAMMERS**
Dave Broadhurst, Mike and Andy Oakley, Haydn Dalton, Ole Rosenland

**PUBLISHER**
Team17 0924 291867

**PRICE**
£25.99

**RELEASE**
Out now




**GRAPHICS**

Adequate.

**SOUND**

Yes

**ADDICTION**

You'll kick the habit.

**PLAYABILITY**

Handles well.

## VERDICT

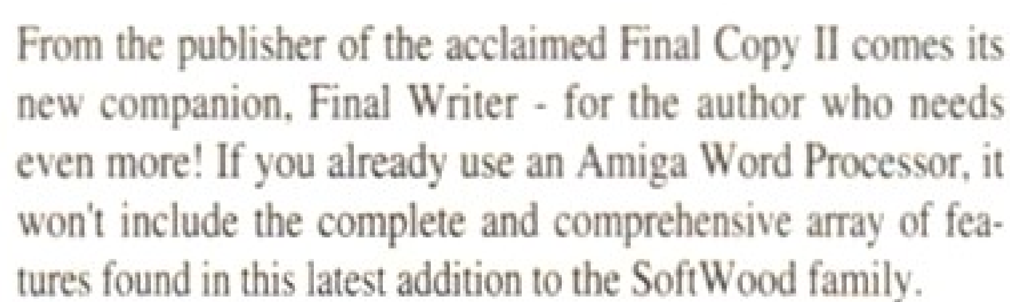
**" Good polished fun, but in the race for first place, it's easily beaten by the already released and AF gold winner *Micro Machines*. "**

**74%**

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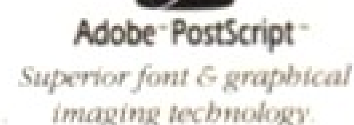
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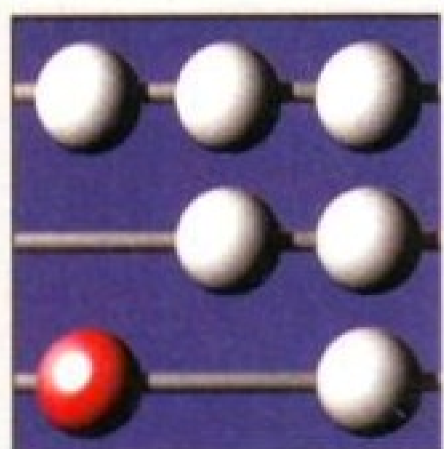
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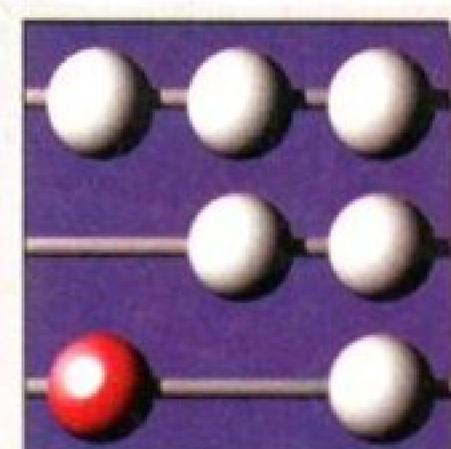



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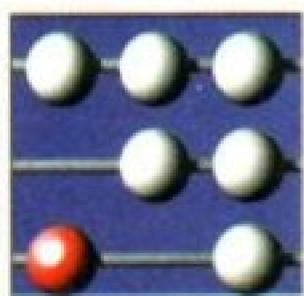



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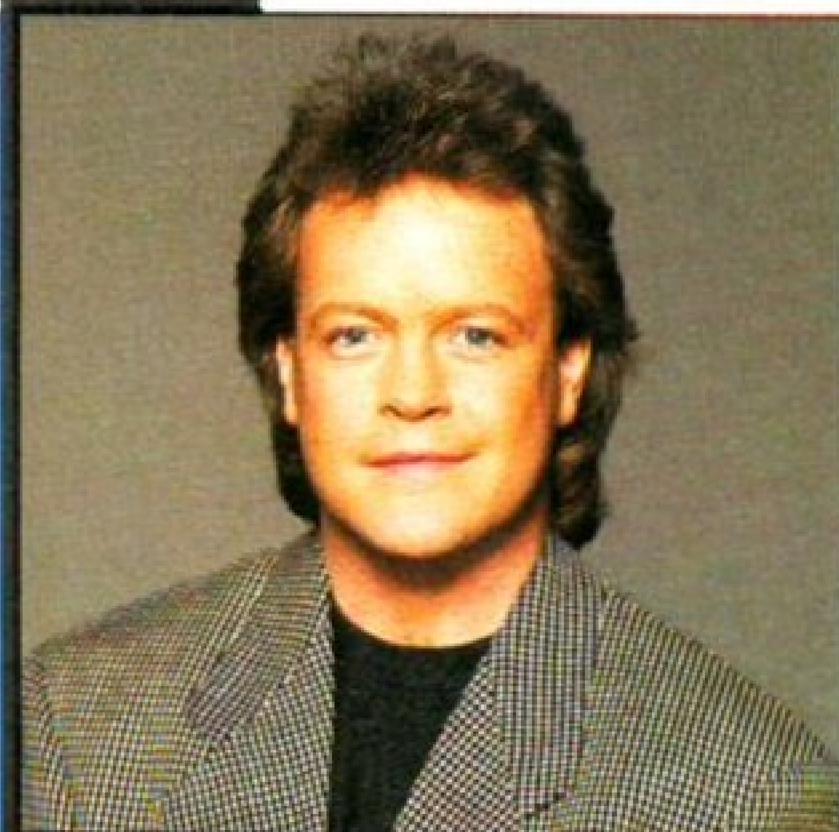
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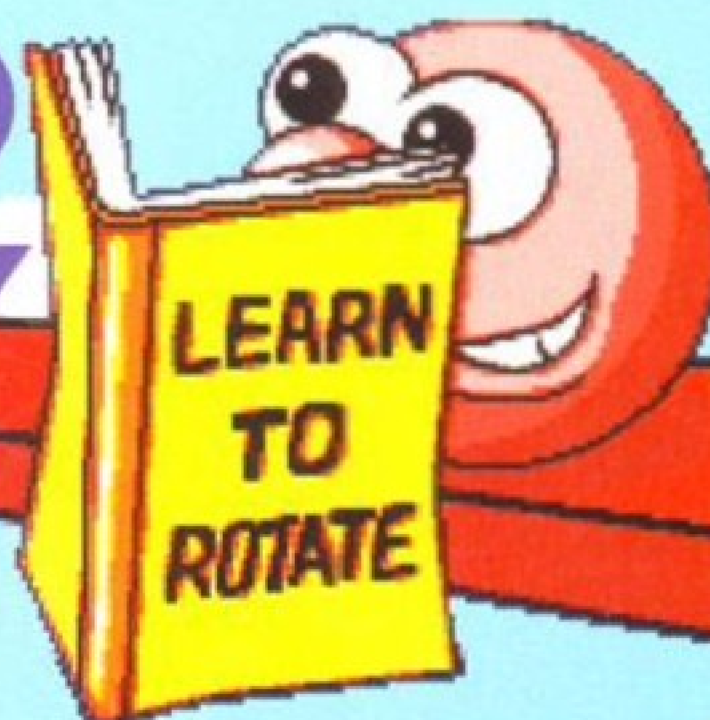
DATA BASE CENTRAL NUMBER 0543 251275

INDEPENDENT CENTRES OF EXCELLENCE




Bob and his revolving universe. Along the bottom of the screen from left to right are your score, Bob's face which slowly turns green as you run out of time, the last token you collected, the coins you've collected and the number of coins remaining on the level.

# BOB'S BAD DAY




My eyes have gone all funny and I feel sick, and *Bob's Bad Day* could do the same to you. It's something to do with the way the screen goes round and round and round and round.

Bob is having one of those days, his head has been removed. Most of us would give up at this point, seeing decapitation as a pretty final statement, but not you. You are going to bounce and roll your way through 51 hectic, puzzle-ridden levels to meet your other half, and then on through another 50 levels controlling both halves of yourself before final unification.

The game revolves around collecting coins, almost literally. Your head stays resolutely in the middle of the screen while the world revolves around it, often at dizzying speeds. Each level is against the clock, collect all the spondulicks and reach a target before the time runs out and it's on to the next level.

Gravity, generally speaking, points downwards, so you fall to the bottom of a level. Moving the joystick left and right turns the entire level around you, press fire and you jump. All you need to do is turn the world so you can get the coins.

It's not that easy, of course. There are awkward corners to manoeuvre yourself into, and nasty surprises to greet you there. Scattered about the levels are various bonuses to help and hinder you. Some change the direction of gravity, forcing you to think quickly to suss out which way you are going to fall. Others include heavy gravity, teleport, sticky ball and one that gives you the ability to thrust, as they call it.

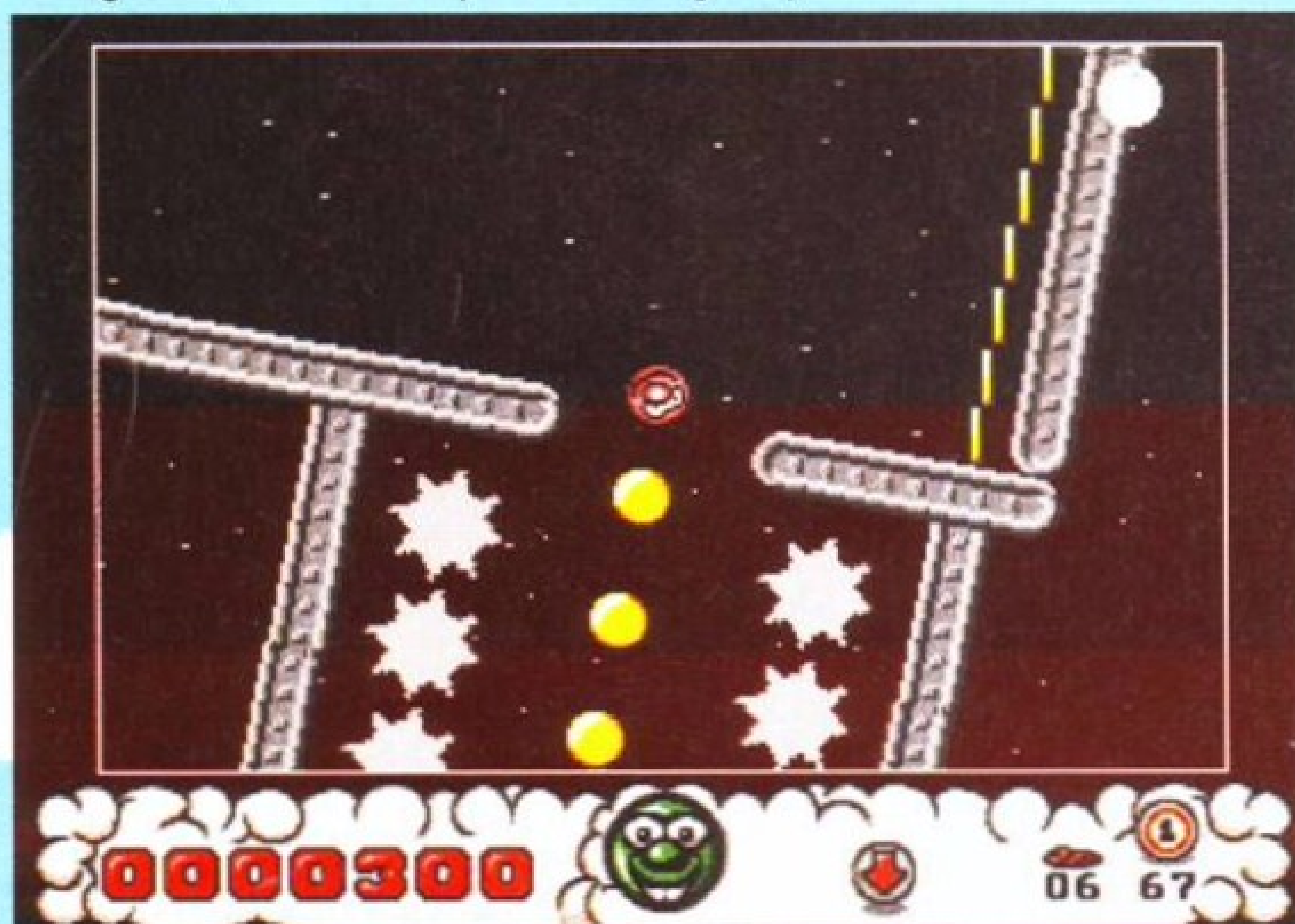
You will need a combination of brains and quick reactions. The puzzles are increasingly tricky and things can get very fast indeed, almost too fast. Get a bit enthusiastic with the joystick and you rocket about like a thing possessed.

### Fast spin cycle

The spinning effect is superb, very smooth and quick. The graphics are simple and frighteningly colourful with some smart parallax effects in the background. It sounds dead funky too. Once you get the hang of the control method, the game comes to life. It's a refreshing change from the seemingly endless flow of platform games. The levels are cunningly designed and the action is frantic. Get your disembodied head through the first levels and you are in danger of being hooked – it's very playable.

There is not any great depth or longevity in it, but *Bob's Bad Day* is great fun, even if you do have to lie down for a while after a long session until the world stops moving. It's positively kaleidoscopic.

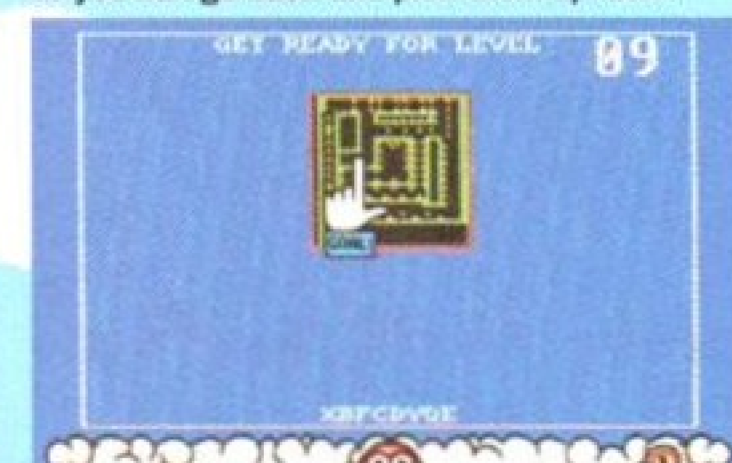
**Rob Mead**




Into the lion's den, those cogs will cost four coins a touch. If you run out of coins it's curtains, and your head spirals off into the distance making a highly amusing sound as it goes.




The bonus icons reappear in the same position so you can go back and pick them up later.




Before each level you are shown a useful map marking your start and finishing positions.

## BOB'S BAD DAY



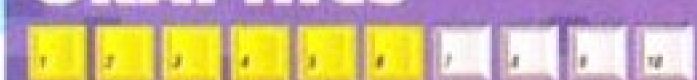
**PROGRAMMERS**
The Dome

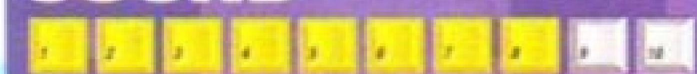
**PUBLISHER**
Psygnosis 051-709 5755

**PRICE**
£25.99

**RELEASE**
Out now




**GRAPHICS**

Bright, simple and effective.

**SOUND**

Groovy tunes and wacky effects.

**ADDICTION**

I'll have another go thanks.

**PLAYABILITY**

Slick and accomplished stuff.

**VERDICT**

**“The frustrating puzzles, madcap speed and a startling rotating effect make this a choice game if you like things upfront and wacky.”**

**79%**

Hundreds of chances to play all the latest games and see the big Christmas titles before they even get released... Dexter Fletcher and Gamesmaster TV broadcasting live to millions on Thursday... Radio 1 FM roadshow broadcasting to the nation... your first chance to see next year's consoles and make your own mind up about all the hype... see and play all the hot stuff on CD32, Mega CD, Mega Drive, Super Nintendo, Amiga, PC, Game Boy and more... see what Commodore, Sega, Nintendo, Acorn and Philips have to offer... free ticket to see Disney's superhit Aladdin movie before its UK premiere if you come to the show Friday... Dexter Fletcher and the GamesMaster Show live and direct every day... see what's hot (and what's not!) from the likes of Electronic Arts, US Gold, Konami, Domark, Core Design, Gremlin, Accolade and dozens more... meet the people who bring you this very magazine... like, you want a reason why you should be there?... check out loads of dealers selling all the latest gear at the lowest prices... meet the programmers who make the games and find out how (and why) they do it... be a witness to the finals of the National Computer Games Championships - with a cheque for £10,000 to the winner at stake!... be at the UK's most massive games event of 1993... Enter the incredible Pinball Challenge and win a trip to Chicago! Just turn up at the 21st Century stand... so what else are you doing on a weekend in November anyway?... games challenges, competitions and 1000s of chances to win... flight simulators, virtual reality, Lazer Force... we're not saying it won't be busy, because it'll be very busy indeed... hot new live bands, very - very - loud music blaring out at top volume on three massive state-of-the-art video walls... goats: sorry, no goats... dodgems, fairground rides... are you big enough to take on the Typhoon? It's the only one in the country and pulls a hairy 6G (whatever that might mean)... oh yeah, and there's the World's Largest Games Arena sponsored by Rumbelows...




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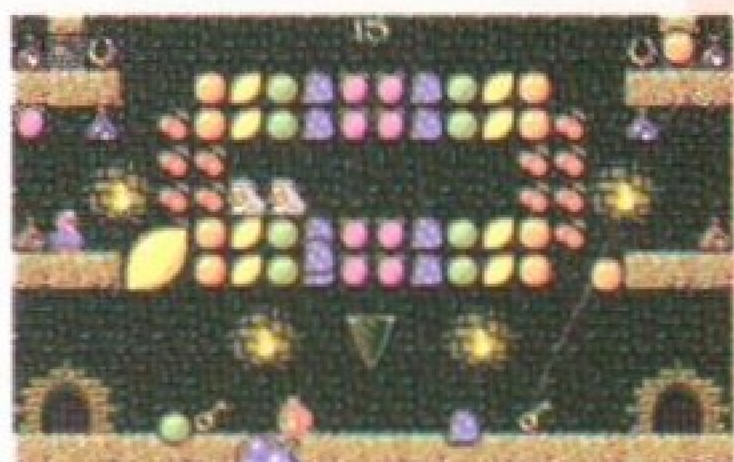
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This reminds me of something... let me see, what can it be? A game where you jump about a single screen avoiding baddies...


...and collecting fruit. Ooh! What is it, don't tell me, I'll remember. It's on the tip of my tongue. That's it I've got it... it's *Bubble Bobble*.

# QWAK


Qwak arrives on the screen in his beautiful balloon. Just like the Slimcea girl. Only she didn't jump about collecting fruit and flowers... or maybe she did, I can't remember.


This screen drops you through the bottom and you come out at the top. Take care that you don't fall on the bouncing baddy. He's trapped by the pick-ups. Collect them and you free him.



Wow check this out. Not only have I completed the level, but I've got a great fat bonus for doing it without violence. What a nice cute game this is. It even has pictures of Rainbows.

What's fluffy, green and bears a startling resemblance to Orville? No, it's not a rotting Troll, but a cute little duck by the name of *Qwak* from Team17.

To hell with the plot, there isn't one. Suffice it to say, you have to guide Qwak – and his purple companion in two-player mode – through eight worlds and 80 levels of baddies, bonuses and rewards while having as much fun as you can. Easy, eh? Oh, and then there are the end-of-level guardians and challenge levels to get through as well.

Being a resourceful little duck Qwak has a special weapon – eggs. One well-placed Grade One Free Range will usually send a baddie pirouetting to disaster, but there are plenty of larger baddies who're incapable of taking such a subtle hint, for the first few hits anyway. You also have to watch out for showers of spiked mines and fruit if you're not to get turned into a roast turkey yourself. And it does happen, take our word for it.

The game's two player mode finds both ducks on screen simulateneously. And you have the choice to either compete or co-operate for the bonus objects and baddies.

This is a surprisingly simple, but refreshing, platform game which takes the whole genre right back to basics and makes itself as playable as possible. Leaping around from platform to platform is a doddle, the control is responsive and the sprite scrolling fast and smooth. The game is simple enough for even the youngest Amiga user to get to grips with, there's even a bonus for finishing a level without to using your egg weapon. But there are enough sticky moments to keep even accomplished games players constantly on guard.

Graphically the game's pretty unexceptional – no OTT parallax scrolling and snazzy effects here, just the usual cutesy animation and unobtrusive backgrounds you expect to find in a platform game. The pick-ups are of the same juicy edible variety that has become the standard for these type of platform games.

Soundwise, the effects seem to consist entirely of beeps and burps, but the music is pretty catchy in a obnoxious boppy sort of a way.

*Qwak*'s hardly the most original platformer you've ever seen and it certainly isn't a lot to look at. In fact it resembles that aged classic *Bubble Bobble* in both graphical style and gameplay. But it beats the pants off most of most its ludicrously overpriced competition. If Team 17 can keep coming up with gems like this, the major softies are going to have to look to their laurels.

**Rob Mead**

## QWAK




**PROGRAMMERS**
In house

**PUBLISHER**
Team 17 0924 201846

**PRICE**
£12.99

**RELEASE**
Out now




**GRAPHICS**

Nothing out of the ordinary.

**SOUND**

Jaunty tunes, reasonable FX.

**ADDICTION**

It keeps dragging you back.

**PLAYABILITY**

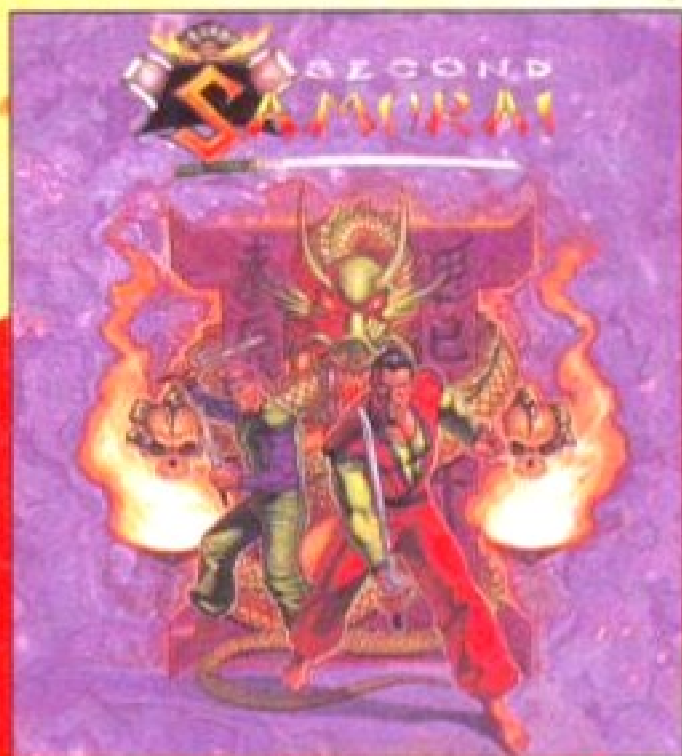
Brilliant fun, and it's cheap.

## VERDICT

**"No frills, no graphical trickery and no surprises... just good solid gameplay and a tried and tested formula make this an addictive and enjoyable game."**

# 85%

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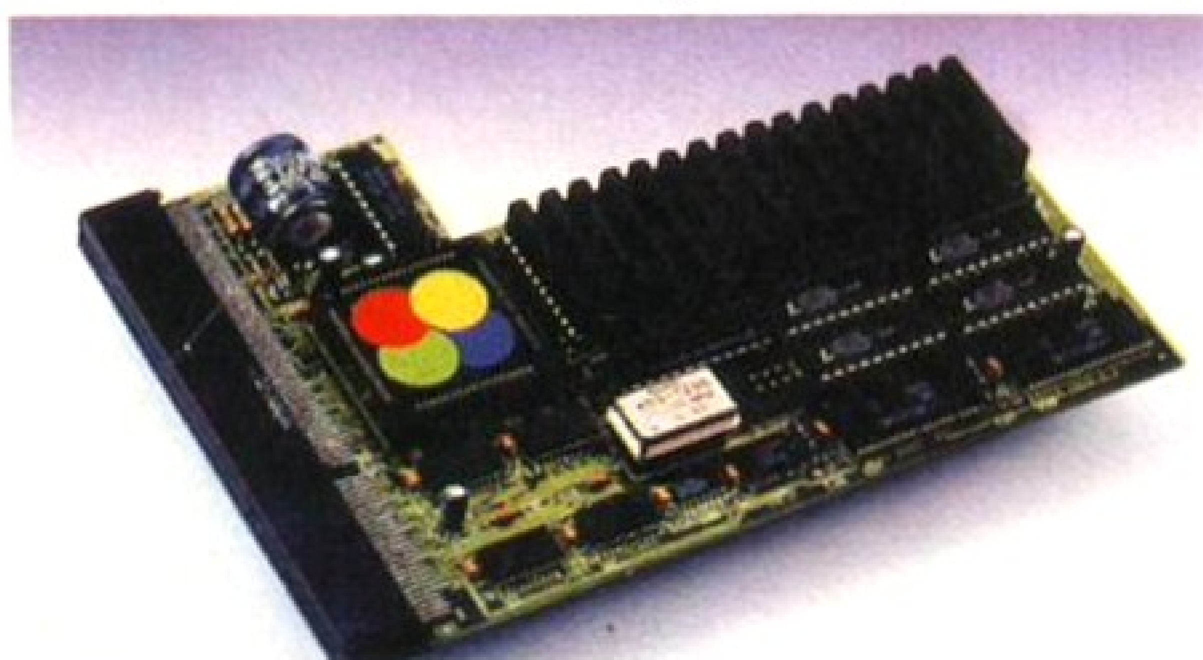
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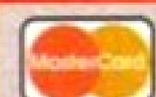
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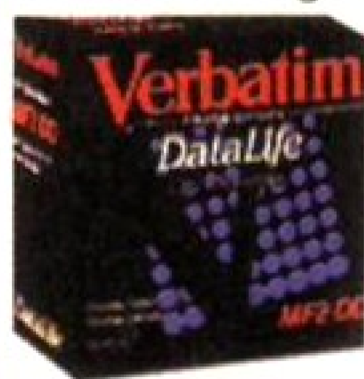
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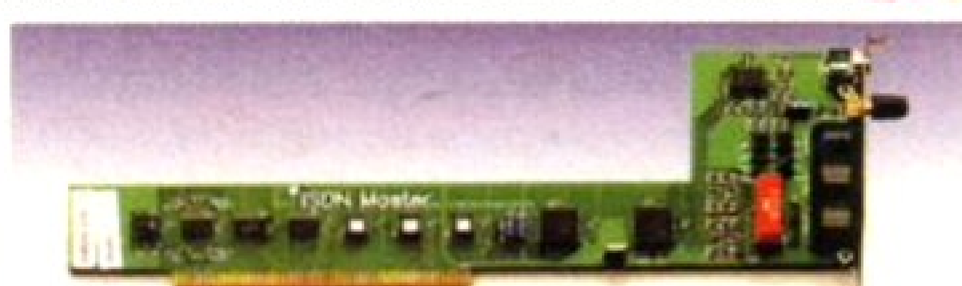


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Autoboot, Autoconfig and Zero wait states

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Autoboot, Autoconfig and Zero wait states

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**SYSTEM REQUIREMENTS:**

★ All Amiga with AA chipset, e.g. Amiga 1200/4000.
★ Kickstart™ 3.0 or above.
★ Minimum 2Mb graphics memory.
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**Is this duck-based platform game a high flyer or does it deserve a roasting. We've got the lowdown.**

# DONK!

This is *Donk!* in all it's AGA glory, with enhanced graphics. The game also has a particularly snazzy two-player option.

See where you're going, where you've been and where you should be going, with the map.

In the unfortunate event of death this is the point where you will reappear in the level.

Break through the pipes by leaping up and spinning down on the cracked bits.

When an early version of this game appeared on an ***Amiga Format*** Coverdisk (**AF**45)it was called *Dong!* and caused a bit of a stink with a major retailer, who wasn't having a game with such a lewd, suggestive name on their nice respectable shelves.

Young programming team The Hidden reluctantly agreed to change the name to *Donk!*, somehow resisted the temptation to rename the central character William and call the game an abbreviation of that name, and signed a deal with DMI... just before the company went bust.

It seemed that *Donk!* might never see the light of day, but Supervision picked it up, and here it is.

The hero of this platform performance is a duck. Not any duck, but a Samurai duck. The fact that he (or possibly she, I'm not sure how you tell with ducks) is a Samurai, seems of little relevance because this duck does not kick things, throw spiky things or seem to have much interest at all in martial arts. No, this duck jumps on things, falls of things, collects diamonds and runs like hell for the exit when he has bagged all the gems and the screen goes red.

## Quacky races

Got the idea? Right let's just recap for the ones at the back. *Donk!* is a platform game in which you control a duck that leaps around various levels (there's a total of 112 of the bleeders) collecting diamonds and avoiding water hazards, green blobby things that fall from the ceiling, flying things, spikes, flames and the suchlike.

You must also activate switches to open doors and make platforms solid. To help you in your task you have the ability to float, shield yourself, explode or jump higher than usual. When you have collected all the diamonds the screen goes red, the music changes from a happy bouncy ducky tunes to a more urgent tempo and you must race against the clock to reach the exit.

If you reach the exit, you return to an option screen and select the next level. At some points you have a choice between levels and occasionally you must return to a level to find a hidden exit (with the help of a map). The 112 levels contain seven worlds and one fortress, which you can only enter by collecting a key.

Right, got the hang of that? It all sounds reasonably familiar, and at first glance *Donk!* seems a fairly average variation on the platform theme. But *Donk!* is a real grower and if you're not hopelessly hooked after three levels, you've got no soul. *Donk!* is an incredibly frustrating exercise, not because any one facet is particularly difficult, but because every aspect requires concentration.

## Man with a bill

Just when you think you've got a level licked you get careless with a green blobby thing or make a com-

### WHO ARE THE HIDDEN?

**The Hidden are a young programming team from Norfolk comprising 21-year-old Craig Howard, (graphics and design), Simon Leggett, also 21 (graphics) and 22-year-old William Bell (lead programmer).**

**They met about four years ago, on a computer studies course at college in Norwich, and began working on *Donk!*, their first commercial release, about 18 months ago.**

**The Hidden say they are totally committed to developing games for the Amiga (Craig has had an Amiga for about six years) and are particularly interested in experimenting with the capabilities of the AGA chipset.**




The Hidden are Amiga enthusiasts Craig Howard, Simon Leggett and William Bell from Norfolk.



Diamonds are a Donk's best friend. Collect loads of sparklers and then rush to the exit.

plete mess of a jump you've disdainfully sailed across countless times before. It's at times like these that you may take some comfort by reminding yourself of The Duck Joke:

"Mummy, mummy, there's a duck at the door with a hat on."

"Don't be silly dear, it's a man with a bill."

Or if you get really annoyed you could, perhaps recite the following at the screen:

"How do you turn a duck into a soul singer? Put it in the microwave until its bill withers."

Feel better now? Anyway, in terms of gameplay and difficulty *Donk!* is just about right. What it lacks is that one element of startling originality that would put it up there with the very best platform games.

On the plus side *Donk!* has some neat touches, such as the self-enhancing AGA mode and the two-player option. If you're playing *Donk!* on an AGA chipset Amiga, just select that option and you get a version that takes advantage of the AGA graphic capabilities to create a jazzier background. The two player split screen is quite an innovation in Amiga games, and although it takes a bit of getting used to, is a strong feature.

**Richard Jones**

## DONK!





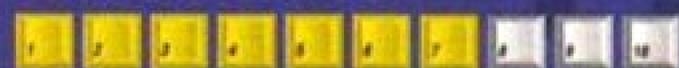
**PROGRAMMERS**
The Hidden (Craig Howard, Simon Leggett, William Bell)

**PUBLISHER**
Supervision 071-702 9391

**PRICE**
£26.99

**RELEASE**
Out now

**GRAPHICS**



Imaginative and nicely drawn.

**SOUND**



Wouldn't buy the album.

**ADDICTION**



Very addictive.

**PLAYABILITY**



Frustrating, but fun..

**VERDICT**

**"*Donk!* is a grower. It is tricky without ever becoming too difficult. The two-player and AGA options are a real plus."**

# 85%

## PREMIER MANAGER II

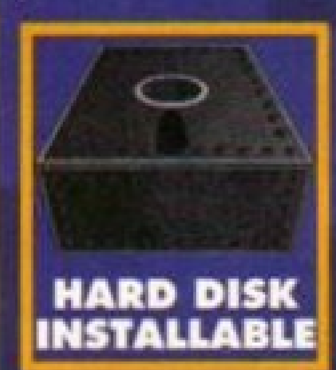



**PROGRAMMERS**
Realms of Fantasy

**PUBLISHER**
Gremlin

**PRICE**
£25.99

**RELEASE**
Out now



HARD DISK INSTALLABLE



NEEDS 1 MEG

**GRAPHICS**



Sparse.

**SOUND**



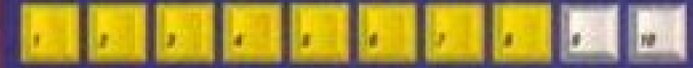
Good songs, poor white noise.

**ADDICTION**



High.

**PLAYABILITY**



High.

**VERDICT**

**" An extremely playable and very realistic footie sim which is only let down by the quality of the graphics and sound effects. "**

**89%**

To be frank, I had some misgivings about this game before playing it. What, I thought, is a football manager doing dealing with ground improvements? What is 'The Boss' doing mucking around with advertising hoardings? Why would he (or she, good old Cheri Lunghi) be phoning the job centre to find a head coach? Surely the first two are jobs for the directors (those dear, dear enthusiasts who we terrace tearaways love and respect) and have no place in a management sim.

So, being ***Amiga Format*** born and bred, and having a yen for detailed facts, I phoned up the very affable John Ward ex-York City and now Bristol Rovers manager.

"Mr Ward," I said, "do you deal with all this guff and nonsense like they say you do in this game?"




Did you know that Julian Dicks' brother, Grantley, plays for Bath City in real life? Having not managed to buy Grant' yet, this complex setup sees striker Dion Vernon at right back. Do 'im Dion!

# PREMIER MANAGER II




An early goal by Randall gave Bath the lead, but they soaked up a lot of pressure before conceding the inevitable equaliser. Get them in the dressing room and give them a roasting at half time.




There are options aplenty to help you carefully build and shape your dream team.

"Yes I do. Well not so much ground improvement because we don't have our own ground, but when I was at York I was consulted on the new Family Enclosure."

"Oh, so that's a yes then?"

"Yes, that's right."

And with that I returned to the land of the simulation with proof that Realms of Fantasy do indeed know their stuff. This impression was compounded in the rather grammatically-challenged manual. The lad who wrote it obviously likes the game, unless he is lying about watching Mansfield Town. This boded well for a new, improved *Premier Manager*.

### Got a match?

For those of you who haven't played the original game, here are the highlights so you can understand why *PMII* is a slight improvement:

Start in the GM Vauxhall Conference as a manager with a team of carthorses. Train players. Buy players. Sell players. Arrange ground improvements. Arrange sponsorship. Watch results. Play games. Be disappointed with sounds. Scream a lot. Be disappointed with graphics. Try to remember stats. Get sacked. Start again. Play till 4am. Curse a lot. Get promotion. Get beaten up by partner.

That's about it really. Well, *PMII* comes with a few added tweaks that enliven the experience. For example, the already strong team selection, tactics and formation options have been improved to a superb level. The only thing you can't do is to tell each player individually what he has to do 'on the day, on the park'. I suppose that once the CD version is put together (and management sims are ideal fodder for the CD32) Realms can organise this. You can alter formations with left and right-side bias, create reasonably complex strategies, and mid-game you can even muck around with the team tactics.

On the downside, the in-game graphics and sound, despite what the manual would have you believe, still leave plenty to be desired. They also leave plenty of screen doing nothing in a blueish Everton-like manner. It's not good enough.

They've added some dot-graphics akin to those seen at American Football parks, they say Goal or Miss, but they are nothing special. That goes for the sound too, which consists of the occasional sampled 'Goal' (not "Gooooaalllll!) and a wave of white noise that is supposed to emulate the roar of a crowd. I've been to Reading and even they make more noise than that.

### Daft as a brush

These might seem picky points, but this is a football game, and football without atmosphere is like... Arsenal. That said, I was still playing *PMII* until 4am. I was still berated by my partner, and I'm still going home to play it tonight. The only other niggly point in this most excellent management game is the incredibly sexist depiction of the club secretary. That's just silly.

**Tim Smith**

This is the main map that you access in the war room. You order air strikes, artillery barrages and reconnaissance missions. The map provides information about the strength and status of all units.

# COMBAT AIR PATROL

The cockpit view. There is a comprehensive range of instruments and all are well located, making sure that you are always in control of the plane and never crash. Well, not too often.

In the briefing room you are shown a very useful film of your target, helping you identify it later.

Um, maybe I'll call back to the doctors a little later. My leg feels much better all of a sudden.

From the Hangar you select the weaponry that will cause lots of lovely collateral damage.

It's not all plain sailing in the Air Force you know. Sometimes you fall out of your plane.

Let's get through the moaning first. This flight sim has the most ridiculous verification procedure ever in the history of aviation: "What is the length in metres of a MiG-21?" it asks.

"I don't know," you respond through gritted teeth, "it doesn't seem to be in the manual."

"All right," says the machine, "you got that wrong. What about the speed (in Mach) of an A6?"

"Um, an A6, let me look. Er, I can't find it, I don't even know what an A6 is. Let me guess, 2?"

"Wrong again," the machine crows. "This is your last chance, what is the length (in metres) of the AGM-88A?"

"Ah!" you cry. "I've seen that one, let me have a look. Yes, it's written here, on page 31. It's 13 foot long!"

Triumphant you prepare to type in your answer, but slowly realisation dawns. "Hang on, what is 13 foot in metres?" You work it out , it's 3.965. You type it in.

"Access Denied."

After you've torn out nearly all your hair and you are finally asked a question you can answer, you find out that this is a highly reasonable flight simulator.

### Dual roles to play

Set in the now familiar territory of the Gulf War, *Combat Air Pilot* puts you in the role of both combat pilot and overall commander.

From the war room on board the Aircraft Carrier, USS Roosevelt, you can order air strikes, artillery barrages and reconnaissances of enemy units. A map displays the position and condition of enemy and allied units. Updates occur every day.

While all that is going on, you can fly missions of your own. Full briefings are given and you can access a computer system for a detailed two-dimensional analysis of your mission, including waypoints, enemy radar installations and targets.

From the hangar deck you can load your weapons bay with your choice of mega-destructive guns and missiles, and then climb into the cockpit of your Tomcat or Hornet and fly off to your rendezvous with destiny.

There is little in this game that will surprise anyone who has played around with a good combat flight simulator before. But what is amazing is that every feature you have seen before is available to you in this one game. From missile cameras to a 'Fly-By View' you are visually well catered for, although there are games, such as *F19 Stealth Fighter*, which do it better.

### Life's a drag...

There is a huge range of ordnance available and you need all of it for the large variety of missions offered. It's good to see the inclusion of laser guided weapons systems. You can also select bombs with differing drag factors. Low Drag bombs follow an attack trajectory towards a target, whereas High Drag bombs, featuring a large air scoop, fall vertically to the ground from the moment of release. Both planes handle fairly well, although the F18 Hornet does wallow a little when turning sharply.

*Combat Air Patrol* is fast, fun and lethal, although the technical superiority which was so telling in the real Gulf War will also stand you in good stead here.

**Rob Mead**

## COMBAT AIR PATROL

**PROGRAMMERS**
Ed Scio

**PUBLISHER**
Psygnosis 051-709 5755

**PRICE**
£25.99

**RELEASE**
Out now

NEEDS 1 MEG

**GRAPHICS** (8/10)
Clear and bright.

**SOUND** (8/10)
Great voice samples.

**ADDICTION** (7/10)
All right, just once more.

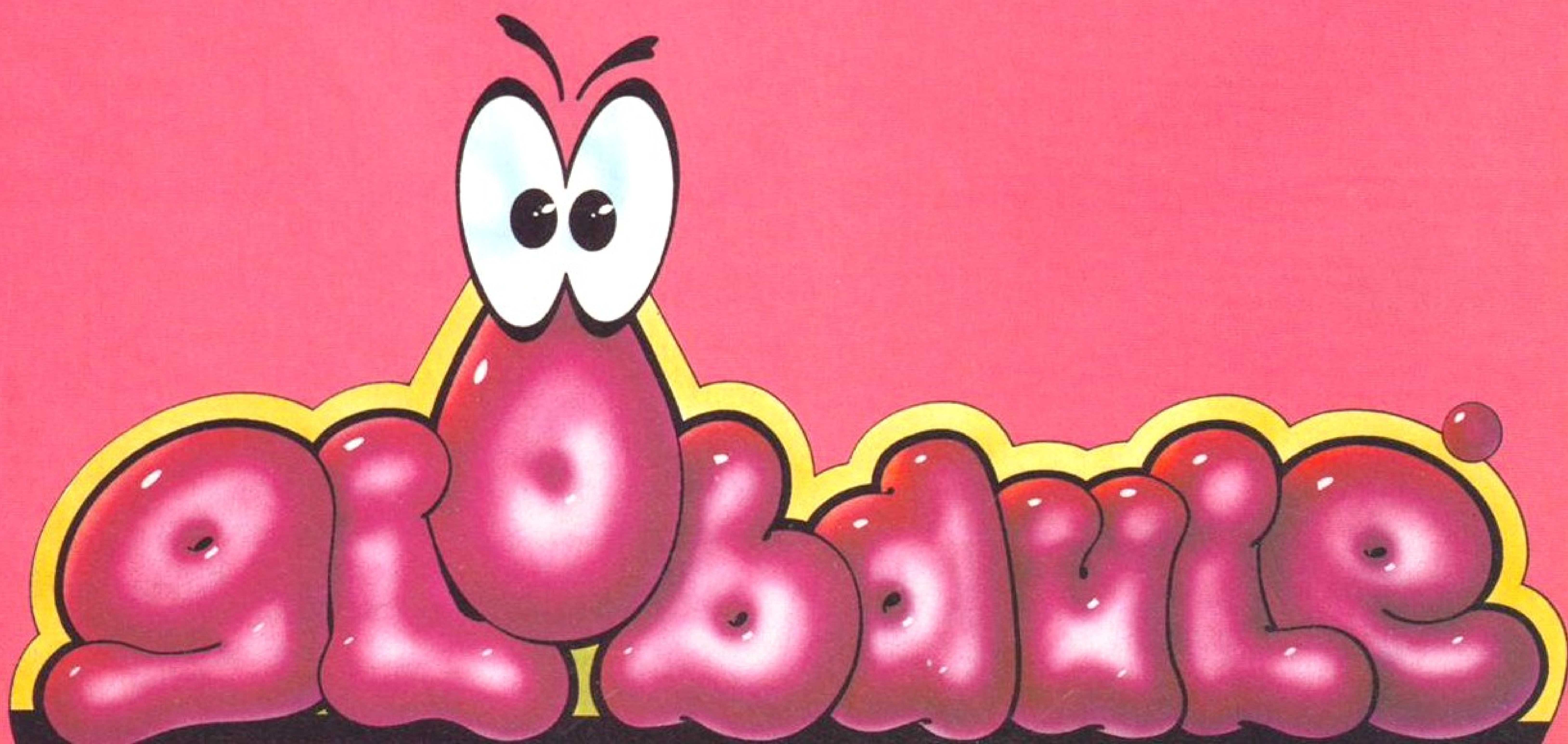
**PLAYABILITY** (8/10)
Strategy and action, funky.

**VERDICT**

"An excellent and absorbing flight sim packed with virtually every feature you can imagine. A great game marred only by the awful manual protection system."

**84%**


PSYGNOSIS


globule

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JONATHAN GRIFFITHS'

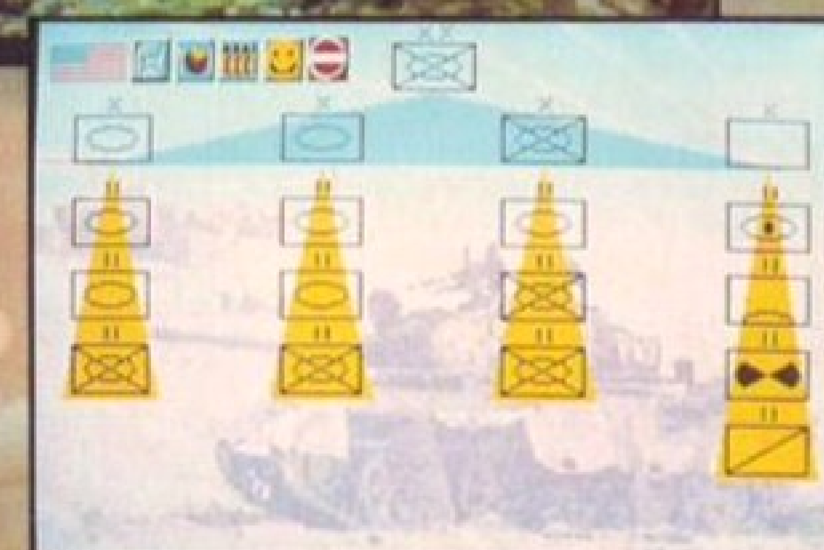
CAMPAIGN II

50 YEARS OF GLOBAL CONFLICT

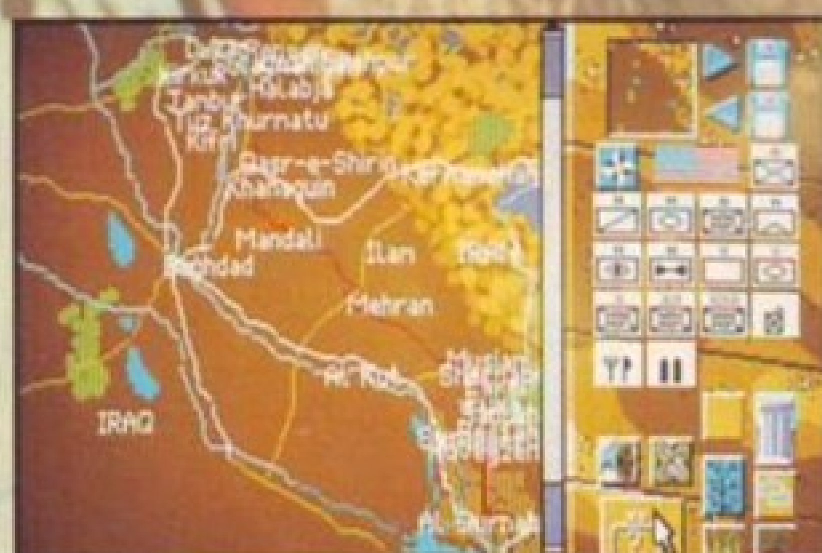
empire SOFTWARE








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# DIGGERS AGA



Dig for victory: guide the little alien beasties through their mining expeditions to collect the dosh that will pave the way to the 30 lovely levels of the A1200 version of *Diggers*.

Those of you who read our review of *Diggers* in issue 52 will understand if I tell you that there is treasure beneath the planet Zarg. If you missed the review (shame on you), we gave one of the first CD32 games a stunning 93 per cent rating and an ***Amiga Format*** Gold. Millennium have now converted *Diggers* for the A1200 and A4000, and it's ended up on four disks.

The basic idea is to guide a set of five alien beasties in their mining expeditions. As they dig, they come across jewels, which can be sold for money. This can either be put into the bank or used to buy equipment such as digging machines, explosives or lifts. Each of the 30 levels is won by getting a certain sum of money, which allows you to proceed on to the next level.

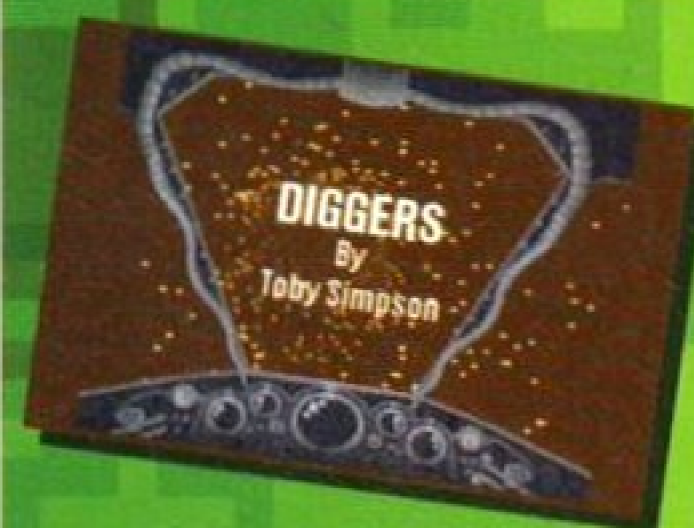
As you'd expect, some things have been removed in order to fit the game on to floppy disk. The CD music is gone, but this has been replaced by music and sound effects generated through the Amiga's sound chips. It's not quite as atmospheric, but it's still very good. Graphically, the game is identical to the CD32 version, and makes good use of the 256 colours which can be used with the AGA chipset. The only other minor change is that a couple of options on the menu have been moved, so picking up and dropping items needs only one mouse click.

*Diggers* requires a lot of memory, so you will need to quit out of any programs (such as *Virus Checker* or *Directory Opus*) which you may have running in the background. If you're running with a 256 colour Workbench on an A1200 with only 2Mb of memory, you may need to alter this to run *Diggers*. Similarly, if you have a background image for your Workbench, you may need to remove this to free up some memory.

None of the bits that have been removed really detract from the game, and it's still great fun. The disk swaps when running from floppy are irritating, but they don't interrupt the flow of gameplay too much. Until the CD add-on for the A1200 is released, this should keep the subterranean freaks happy.

**Richard Baguley**

## DIGGERS AGA

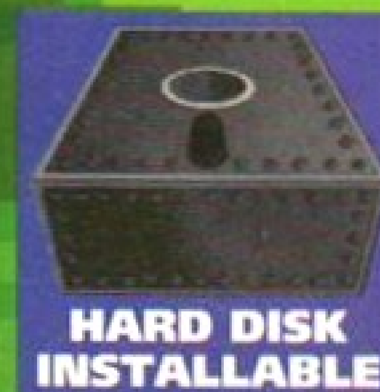



**PROGRAMMERS**
Toby Simpson

**PUBLISHER**
Millennium 0223 844894

**PRICE**
£34.99

**RELEASE**
Out now



**HARD DISK INSTALLABLE**

**91%**

# ISHAR 2: MESSENGERS OF DOOM AGA



An innocent mushroom-picking trip into the forest turns into a deadly encounter when you are set upon by a swarm of killer bees in the A1200 version of the highly-atmospheric *Ishar 2*.

With Krogh vanquished, the land of Kendoria has returned to a fragile peace under your command. However, rumours have reached you that an evil group is poisoning the minds of your subjects, threatening the security of your kingdom.

Cue a great deal of wandering around, smacking baddies about the head with swords and rescuing curvaceous blondes with mysterious amulets. *Ishar 2* is the latest incarnation of Silmarils' highly successful RPG series and has proved to be by far the most playable and graphically gorgeous of the lot. With six times the playing area and an improved character control system, it was really hard to fault what was basically an exquisite adventure game. But fault it we did. There was still far too much disk-accessing during play - which slowed things up considerably - and the strictly-linear plot induced bouts of extreme boredom in virtually everyone who played it.

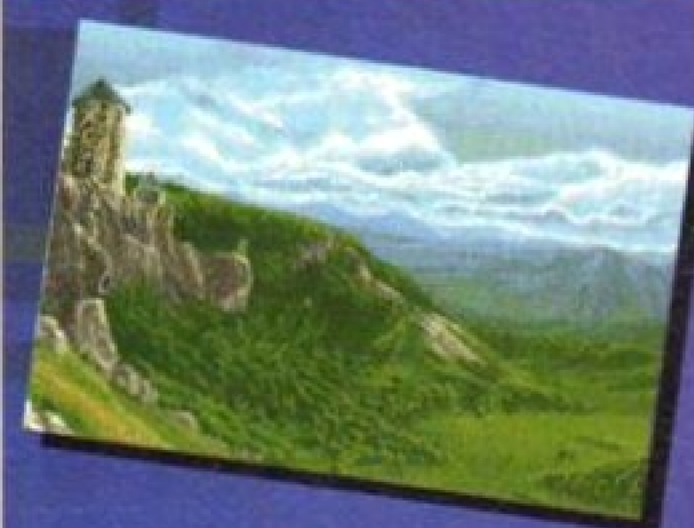


The A1200 version does nothing to overcome these problems, but offers you even more gorgeous graphics and sound effects instead. For a game that already scores highly on atmospherics, this enhanced version is even more enthralling to play - the way the sun rises and sets over the swampy wastes of Akeer's Island is enough to make you come over all warm and glowy inside... until some evil git starts using your head as a dartboard, that is. The presence of the AGA chipset also makes the game run slightly faster and the disk-accessing is less prominent.

If you've just got yourself an A1200, you really must get a copy of this. Flawed it maybe, but *Ishar 2* is still one of the most atmospheric and involving RPGs you're ever going to play in your life..

**Rob Mead**

## ISHAR AGA

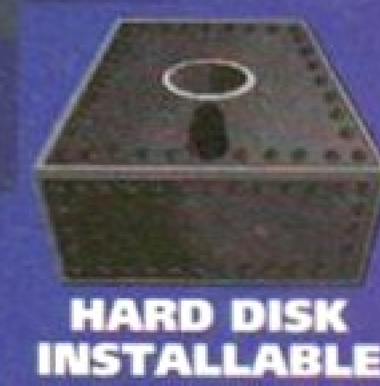


**PROGRAMMERS**
Silmarils

**PUBLISHER**
Daze 071-328 2762

**PRICE**
£29.99

**RELEASE**
Out now



**HARD DISK INSTALLABLE**

**85%**

# NOW THAT'S WHAT I CALL GAMES



Rid yourself of traffic jam stress by blowing your pal's wagon to smithereens in *Battlecar.*



SEUCK games don't come much better or weirder than this. *Headgames* is one extremely weird trip to Nightmare City.

Pinch yourself hard. You're not dreaming. Multi Media Machine really are offering you 100 Amiga games for less than £20. These games are for use on the Amiga CD$^{32}$, and the CDTV.

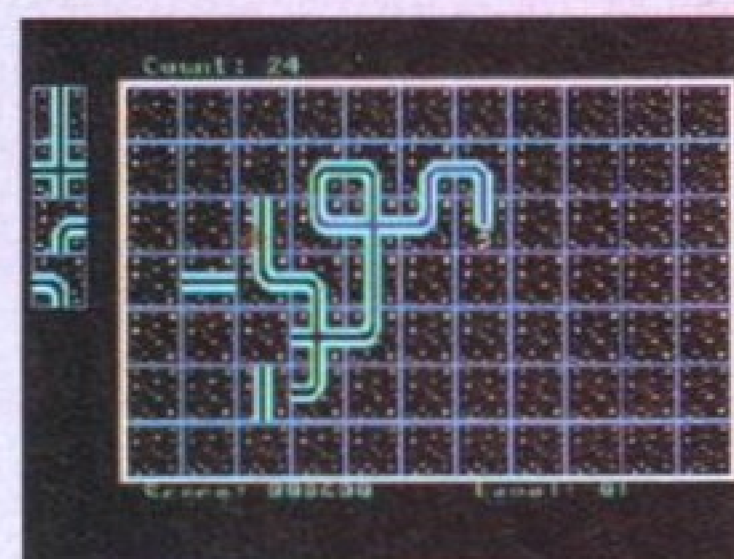
The catch is, of course, that the majority the games (count 'em) have been bunging up Public Domain and Shareware libraries for quite some time. You're in little danger of finding full-motion video or 256-colours in this little lot.

For a start, there's an overwhelming reliance on Shoot-Em-Up Construction Kit games. No fewer than 19 make their appearance on this compilation and you get everything from barbarians lobbing swords at people (*Warrior*) to fire-spitting zombie heads haring down the screen. Not surprisingly, most of them are dire and you're unlikely to play them more than once.

Things get a lot better when you start investigating the many clones on the disk – *PacMan, Galaxian, Stryder, Space Invaders, Tetris, Pipemania* and *Missile Command* are all paid the highest form of flattery here. The disk even contains a very crap *Lemmings* rip-off called *Leeding*. There are also plenty of electronic versions of famous board games like *Cluedo* and *Solitaire*, as well as some seriously spaced-out oddities such as *Cow Wars* and a 3D noughts and crosses game.

Although Multi Media Machine don't claim this is a definitive collection of PD games it would have been great if at least one version of *Defender* or Jeff Minter's seriously brilliant *Llamatron* had made it on to the disk. Still, for £20 you can't really complain, can you?

**Rob Mead**



*Crazy Pipe* is just one of many classic game clones to be found on this compilation CD.



This version of *Space Invaders* is one of the best ever released in to the Public Domain.

## PD COLLECTION



**PROGRAMMERS**
Various PD

**PUBLISHER**
Multi Media Machine
0204 363688

**PRICE**
£19.99

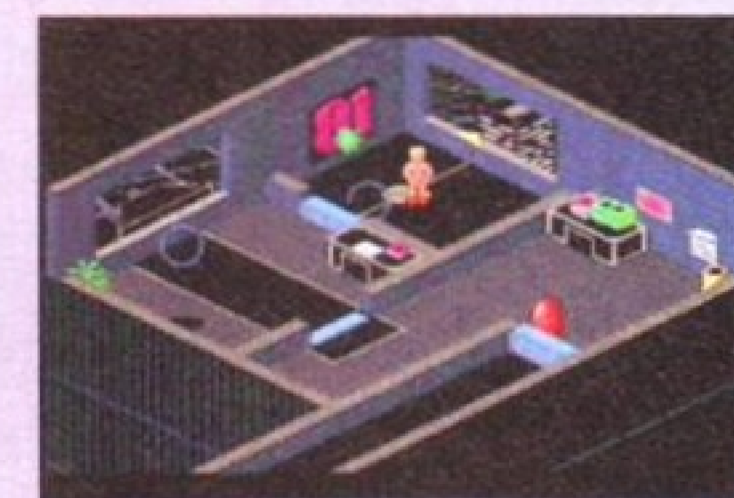
**RELEASE**
Out now

**69%**

# D/GENERATION CD32



One of the early rooms. That ship's funnel is a constantly rotating tracker that does nasty things to your body if you walk in front of it.



The space hoppers from hell, they bounce on you and smother you. By this stage you have a nifty laser which bounces pleasingly off walls.

The year is 2021 and you are a courier delivering a package to Genoq's genetic research lab. So much for your career aspirations. Having jet-packed your way from Finland clutching an important parcel you discover the building's security systems have gone completely haywire and the staff are trapped, cowering in corners.

You guessed it, a puzzle-packed arcade game lies ahead as you try to deliver your package to the head scientist. Along with the security systems you have the Neogens to deal with, genetically engineered organisms that look silly but are fatal.

*D/Generation* is a isometric 3D effort. You guide yourself, in the form of a little sprite chap, around a series of rooms figuring out in which order to press the buttons and how to get past the nasties. Complete one of the 10 levels, and you can save your position to the CD$^{32}$. Rescue a Genoq worker, and you are rewarded with an extra life.

It doesn't look like much, the graphics are pretty plain with a distinctly cartoony feel, but the death scenes are a hoot, well the first couple of times anyway.

The game has been tweaked for CD$^{32}$, but not much. Don't invite all your mates round, sit them in front of your shiny new CD$^{32}$ and try to impress them with *D/Generation*. Things get better when you start playing. It's easy to get into and once you start battling through the building you uncover a very playable game. The puzzles aren't mind-numbing, making it all the more frustrating when you do get stuck,but your reflexes get a work-out with plenty of zapping.

A round of applause to Mindscape for supporting the CD$^{32}$ so early, at this stage it needs all the games it can get. It's just a pity *D/Generation* looks so ordinary. There's a pretty screen or two in the introduction but the CD$^{32}$ is never put through its paces, and *D/Generation* is a fairly straightforward copy of the original disk version. There is room on the disk for a squillion more levels and funky sound at least.

There has been a lot of hype about the potential of CD-based games for graphical and sonic excellence and worries about possibly weak gameplay. *D/Generation* is the other way around.

**Richard Jones**

## D/GENERATION



**PROGRAMMERS**
Robert Cook

**PUBLISHER**
Mindscape 0444 246333

**PRICE**
£25.99

**RELEASE**
Out now

**65%**

# ALFRED CHICKEN



Screws, pots of paint and ice cubes are just some of the cunningly-placed hazards that Alfred Chicken must negotiate on his platform mission to save his chums from a fate worse than Paxo.

Now, there is a storyline behind this plucky platformer, but like most games of this ilk, it's all rather irrelevant – all you need to know is what gets you points, what to collect, what to kill and what to avoid if you don't want to be killed.

The fact that you are a chicken called Alfred who is on a mission to save Billy, his brothers and your female feathered friend Floella from Meka-chickens who want to use them in cloning experiments is interesting, but doesn't explain the cheese, baby, wood, glass, book and sci-fi themes of the different worlds.

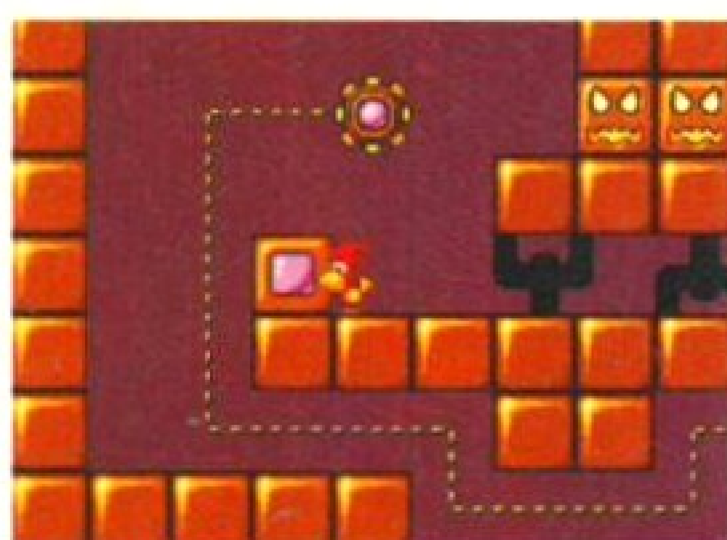
## Clucking great

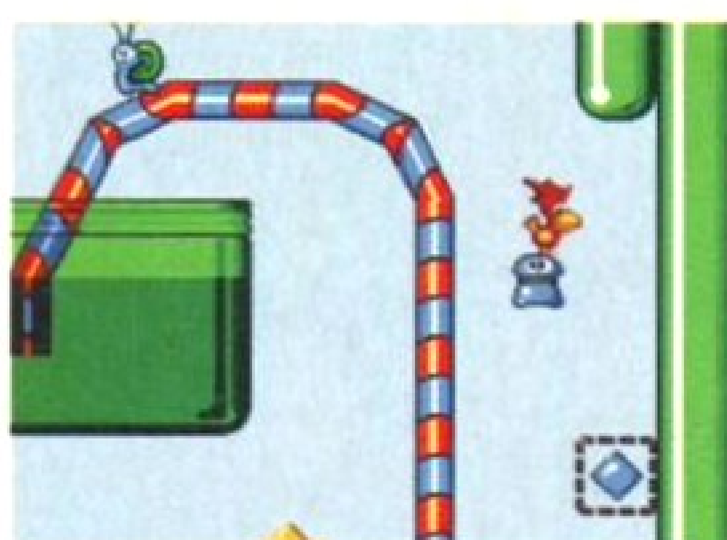
Like all platform games, this one sees you jumping around (or should I say flapping) trying to collect items, in this case diamonds, for Floella, to score extra points.

Why this chicken has such an uninspiring name as Alfred (apologies to all Alfs out there) I don't know, but the developers or marketing people must have had their reasons. Anyway, being a chicken, Alfred has quite a few unique moves. When his enemies – grimacing mice, sly snails which try to disguise themselves, or spinning ladybirds – sneak up on him, jumping up and then pulling down on the joystick ensures that Alf's in full fast-moving pecking motion and when he hits his target, it will be destroyed. Forget to pull down, however, and he is left as a cloud of floating feathers and it's back to the beginning of the level.

Alfred's beak also comes in handy for pecking buttons, bursting balloons, cracking through ice blocks and turning TV sets on and off so he gets to speak to 'Mr Personality' (pity he hasn't got more of one himself). Waggling the joystick swiftly makes Alfred's wings flap feverishly and slows down his descent.

Now that you know what makes this chicken tick, it's on with the gameplay. There are 11 levels with five worlds and the final Sci-fi level. The first few levels are easy and a touch boring. However, the activity increases as the levels progress, although there's still a lack of challenge in the air because no matter how many or how few diamonds you keenly collect or how many balloons you burst, you can still get to the Sci-fi level when you finish the one you're on. Even when you nip through one of the doorways in each of the worlds and enter a 'secret' room, there's nothing very secret or interesting going on.


Mind that mine, Alf! If it explodes our feathered friend will be a pathetic piece of plucked poultry.


Alf sails up on a champagne cork avoiding the gaze of the poisonous snail on the straw.


Some chickens might freeze when confronted by this ice challenge, but not our Alf. He just speedily pecks his way through the obstacles.

## Get stuffed

Alfred does have some nifty moves, but the lack of control spoils the fun. The good thing about this game are the big and bold background graphics, and that's about it. Being Alfred Chicken really isn't much fun. It's just lots of bouncing and jumping around without really getting anywhere.

The levels are small and require very few brain cells to get through them, and the details, control and feel of the game leave you wishing you hadn't bothered picking up the box in the first place. Released just in time for Christmas, Alfred is not so much a chicken but more of a turkey.

**Richard Baguley**

## ALFRED CHICKEN




**PROGRAMMERS**
Andrew Swann

**PUBLISHER**
Mindscape 0444 246333

**PRICE**
£25.99

**RELEASE**
Out now

**GRAPHICS**

Nothing to get excited about.

**SOUND**

Not a funky chicken.

**ADDICTION**

I managed to put it down.

**PLAYABILITY**

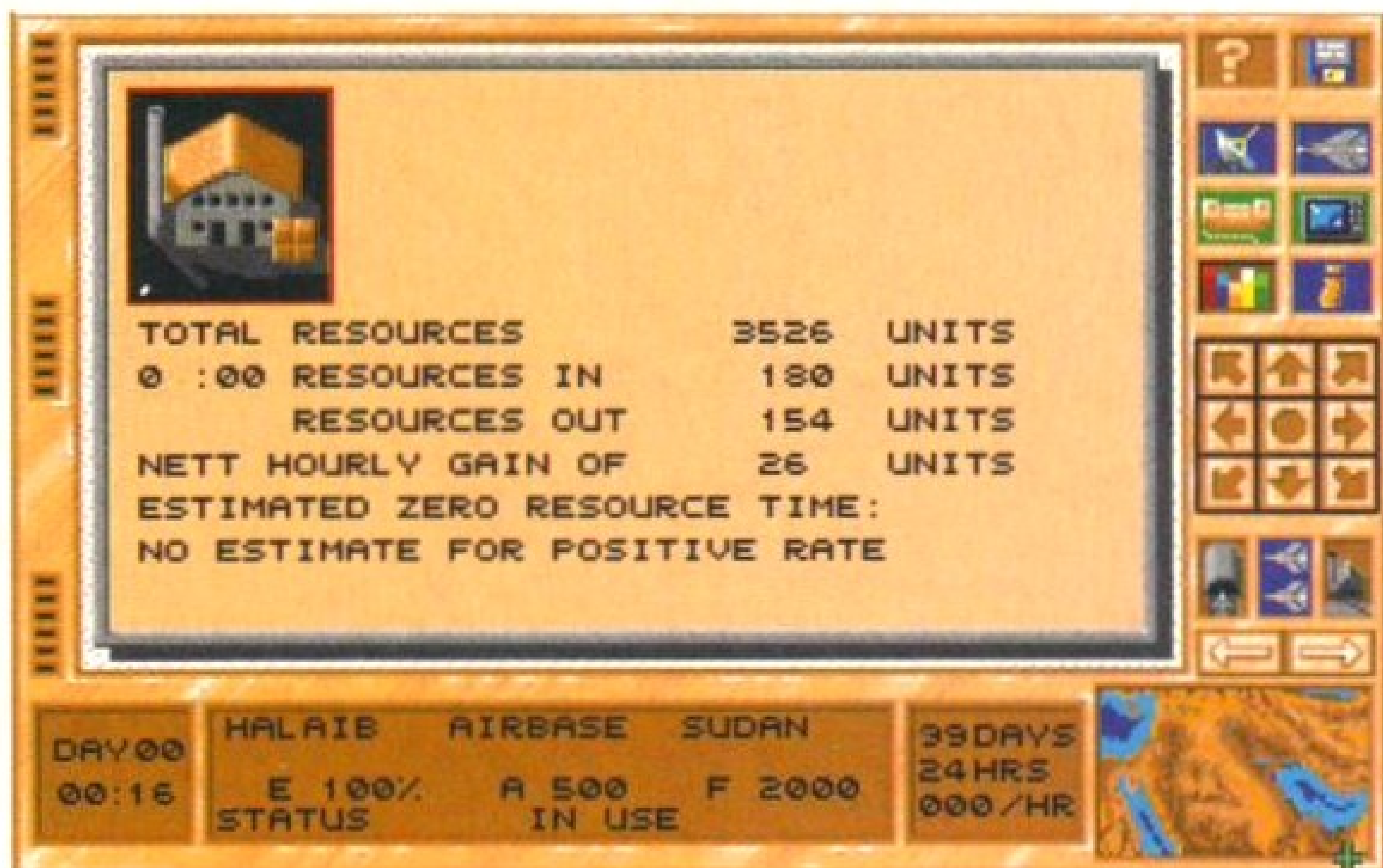
Bouncy but boring.

**VERDICT**

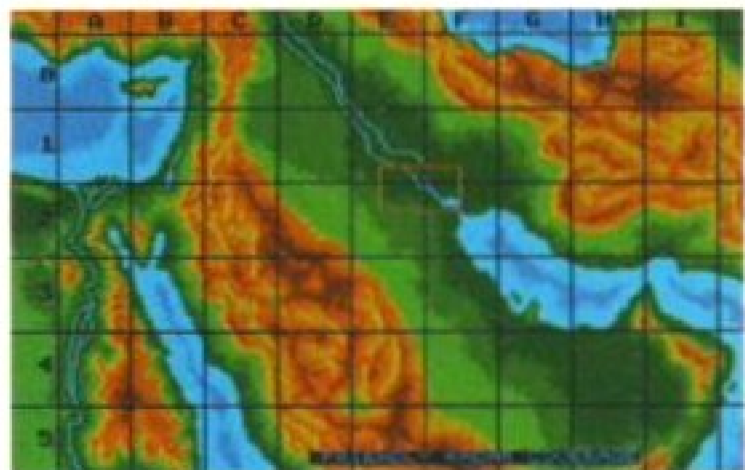
**"It's big bold and bouncy, but that's about all there is to recommend this rather aimless and pointless platform romp. Poor controls and easy levels"**

**62%**

# AIR FORCE COMMANDER




The main control panel. From here you run your entire campaign. Here we're examining the all important resource management. Run out of raw materials and you run out of units.



The killing field itself. This main map is essential when planning your campaign, keeping you up-to-date about enemy movements.

Air Force Commander is not a flight simulator. It is a war game and the object is to establish supremacy in the air while avoiding civilian unrest, or the adverse opinion of the international media. It's almost too close to real life. The game comes on two disks; one with a variety of scenarios set in the Middle East, while the other lets you strap on your handlebar moustache and guide the allies to victory or defeat in WWII.

Each disk has several scenarios, so you can pit almost any country's air force against that of another. This huge range of options is initially confusing, with 56 different scenarios on the two disks, some hypothetical and some historical. These range from The United Arab Emirates Versus Kuwait which is very basic, to The Battle of Britain which is damn difficult.

As the overall commander of your forces you have to ensure that they are in the air at the right time and are ready to meet the enemy. You must use your mobile radar units to identify enemy installations and then target them, while on the home front you have to ensure that your cities are supplied with water, food and power, to avoid civil disorder. And, above all, you must make sure that your resources do not run out.

This is a complex and intriguing simulation which, despite some gripes, is worth the considerable effort required to get the most from it.

**Stephen Bradley**

## AIR FORCE COMMANDER



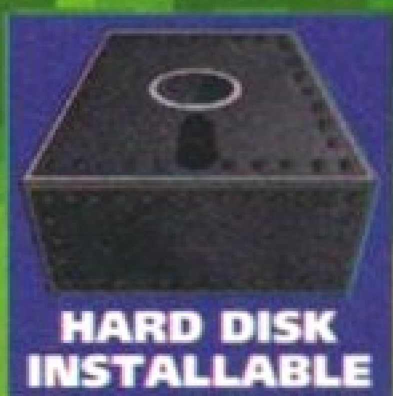
**PROGRAMMERS**
Simon Bradbury, Novocade Software Ltd

**PUBLISHER**
Impressions 071-351 2133

**PRICE**
£25.99

**RELEASE**
Out now




**69%**










The pitch, or maybe it should be called the battleground. But perhaps it's a pitched battle! This is a scene somewhat similar to an Heironymous Bosch painting. Careful study of this grab will reveal all sorts of atrocities and nastinesses. The heads aren't some bizarre kind of extra life pick-ups – they are the heads which you have ripped off from other players .

# BRUTAL SPORTS FOOTBALL

First there was *Rollerball*, which was a film about guys on rollerskates. It was only girlies who wore rollerskates when I was a lad. But things have changed, what with street hockey, Rollerblades and everything. In *Rollerball* the idea was to skate around bashing people and throwing big metal balls down toilets. Then afterwards all the players took drugs and set fire to trees with flamethrowers. Quite.

Then there was *Speedball*, which was a computer game by the Bitmap Brothers. It was really *Kick Off 2* on a grey pitch, and you didn't get sent off for committing a foul. You got cash and prizes instead. A bit like Vinny Jones really.

Now there is... Football. Sounds like a bit of an anti-climax, doesn't it? But this is no ordinary football, this is *Brutal Sports Football*. The intro screen leaves you in no doubt that this is part of the *Brutal Sports* series, and unless I've been napping and have missed a few instalments, this is the first in this illustrious, if a little bloodthirsty, series. The mind boggles to think how they will follow up, Brutal Sports Tennis should be a killer, but Synchronised Swimming will take the ultimate prize.

The idea of the game is to kill, injure, maim, slash, hack, punch, kick, stomp, hit (bit weak that one), behead, gouge, flail, stab, smash, destroy, decimate and mutilate your opponent's players. Oh, and to score goals too. Victory is gained either by scoring more goals or ripping the heads off all the members of the opposition.

## Bloody violence

That's about it really. The game doesn't master on the fine points of team sport and ball-playing, but scores highly on gratuitous violence. If they sanitise this one for the Nintendo, they'll need buckets and buckets just to store the blood they take out of it.

It's all a bit needless really, and after a while you begin to suspect that all this gore is trying to disguise a fundamentally flawed gameplay. Then you realise that if you play on two player mode, and don't bother getting one of your mates to take the opposing side, you can go around the entire opposition and punch them all in the face without them defending themselves in any way. If this fails to impress, you can always try to rip all their heads off before time runs out. It's really magnificent fun.



The locker room, where the players snap towels at one another and boast about their sexual prowess. Hang on, aren't they supposed to keep their jockstraps in those lockers?

Of course, if your mind is slightly more developed than mine you will begin to find this tedious after a few weeks. But never fear, the designers have packed in tons of cunning and devious twists to keep even the most distractible of gamesplayers occupied for at least a couple of hours.

There are innumerable options to play, such as one player (against the computer), two player, league, challenge, or you can play best of three or five games in a match. The pitch becomes littered during play with handy pick-ups which you can use to maim and dismember the enemy. The best is the little rabbit which makes the players pair off and copulate furiously. Only kidding – it makes your player so fleet of foot that he can avoid the vicious high tackles being flung at him. Conversely the little terrapin that walks across the pitch turns your player into a Valium freak.

## Fumbling pick-ups!

The most amusing pick-up is the bomb. You can use these to throw at members of the other teams, which is good, but if you get tackled in possession of them you fumble them,


ASSASSINS


HUNS


MAD DOGS


PUNISHERS


SAVAGES


SLAYERS



# BRUTAL SPORTS FOOTBALL

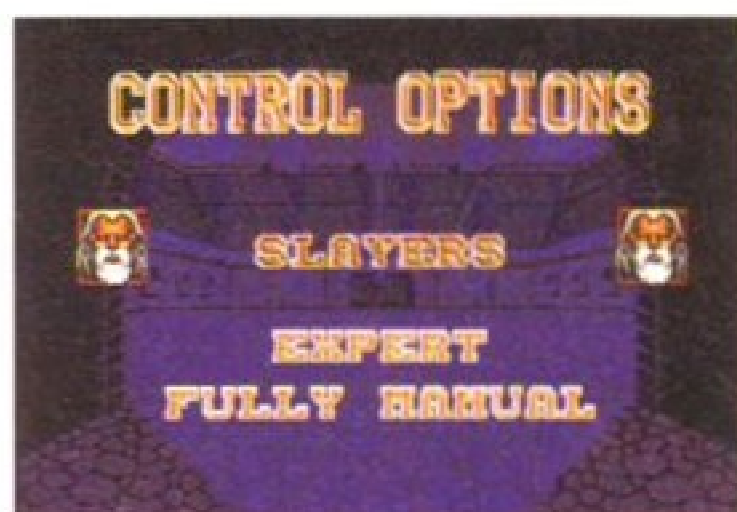


**PROGRAMMERS**
Teque

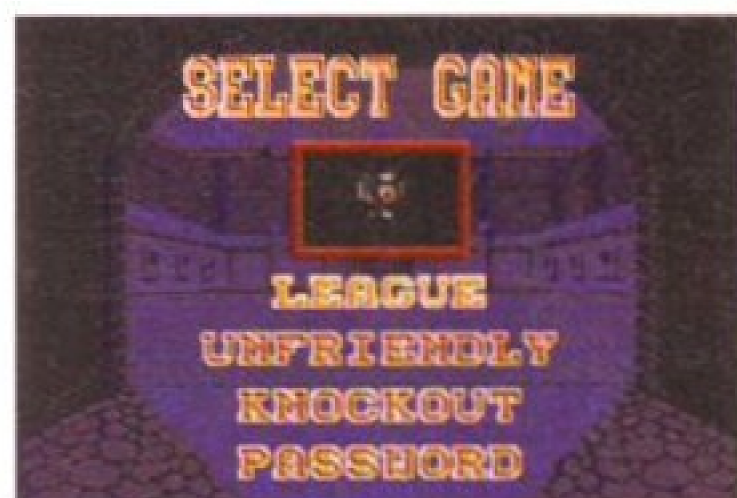
**PUBLISHER**
Millenium 0223 844894

**PRICE**
£25.99

**RELEASE**
November




The control options screen is, surprisingly, the screen where you select what kind of control options you want to play with.



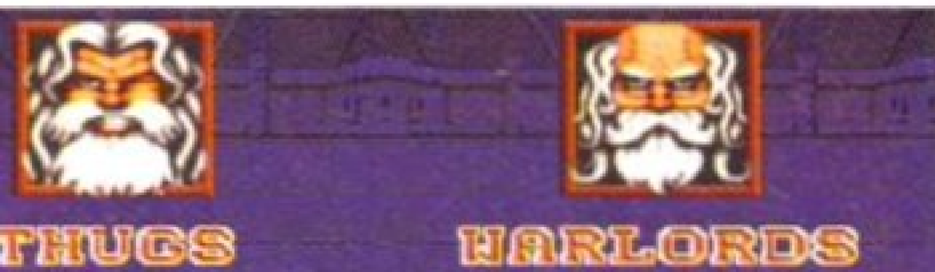

The select screen is, surprisingly, the screen where you select what kind of game you play.

and get caught in the middle of a 50 megaton strike.

All in all this is a facile, puerile and shallow game. It lacks the speed and tactical deftness of *Sensible Soccer*, it is without the playability of *Goal*. And thankfully, despite the title, it has absolutely nothing to do with football, except maybe of the American and Australian varieties.

If, like me, you can't tell Diego Madonna from Ryan Biggs, but still feel the occasional need for a bit of team sport, this could be for you. On the other hand, if you're just a socially maladjusted, psycho nutter with a need to vicariously injure and maim, this will be right up your street too.

**Marcus Dyson**




**GRAPHICS**



Great blood, great beheadings.

**SOUND**



Atmospheric and brutal.

**ADDICTION**



Ten at first... two thereafter.

**PLAYABILITY**



Facile, but fun!

## VERDICT

**"Less of a team sport, more of a gang war. This game will fall foul of any video games certificate scheme. Violent, compelling and massive fun."**

**77%**

# WIZ 'N' LIZ




Every one of *Wiz 'n' Liz*'s 112 levels is filled with bouncing bunnies for you to set free.

Someone's pinched the wabbits from Pum! And there are only two people who can get them back – two decrepit sorcerers called Wiz 'n' Liz.

This is the Amiga version of Psygnosis' first console game and a right little cracker it is too. You have to guide either Wiz or Liz through 112 levels and round up all the bunniest. Every time you collect a wabbit you're rewarded with letter or bonus object which gives you more points, time, an exit gate or enables you to cast all kinds of brilliant spells.

Spells are created by combining two different bonus objects and sticking them in the wizards' cauldron –




The Magic Shop stocks all the goodies you need to create those puzzling spells. Shame there are no warty toads or newts' eyeballs.

experiment a little and all kinds of sub-games and cheats are yours, including the two shops which can be used to buy more potion ingredients or gameplaying hints. Magic, eh?



If you get the spell combinations in the right order, you're given a bonus game like this Splat Those Dudes. Or should it be Take Splat?

Despite an overdose of cuteness, *Wiz 'n' Liz* proves to be surprisingly addictive – time's your constant enemy as you chase across each level collecting more and more wabbits. The game's fast-moving and you never feel bored, just increasingly hooked. The split-screen two-player option is great fun too.

The wabbit and sorcerer sprites are small, but well-animated. The whole thing's easy to control thanks to some slick joystick moves. Like a lot of cute games, *Wiz 'n' Liz* has a young audience in mind. There is no violence and even the difficult levels won't take too long to complete.

**Rob Mead**

## WIZ 'N' LIZ




**PROGRAMMERS**
Lunatic Software

**PUBLISHER**
Psygnosis 051 709 5755

**PRICE**
£25.99

**RELEASE**
Out now

**77%**

# BUILD YOUR OWN ROBOT

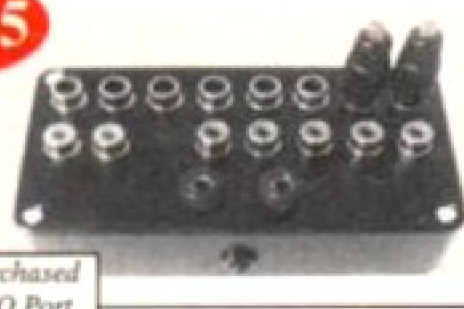
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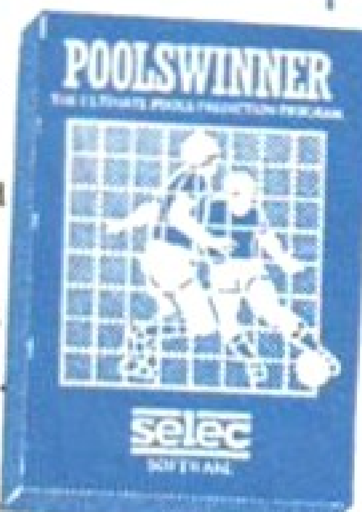


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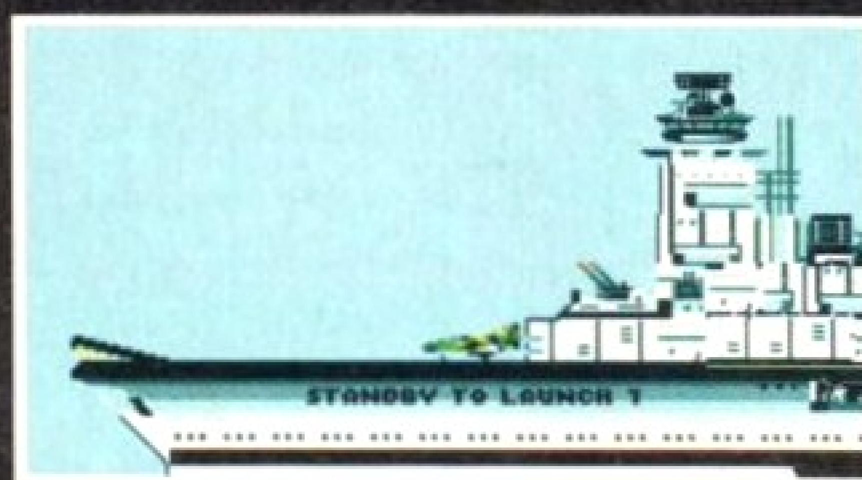
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# JETSTRIKE




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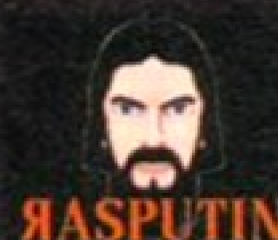


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# PROFESSIONAL FOOTBALL MASTERS 4
VERSION

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Games : Yearly fixture/previous list, Week fixtures/results, Results from previous meeting with opponent (goes back up to 6 seasons).

Players : Real life statistics reflecting the start of 93/94 season with real positions, height, age. Live transfer market, Contract & wage negotiations, Preferred foot (left/right/both), Loans, Injuries, Training, Special talents, Trainees, Goalkeepers (separate skill catogories), Defenders, Midfielders, Attackers & Utility, Retirements, Foreign transfers, Unhappy players, Top 10 Hot shots.

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Club : Sponsorship, Ground improvements, View opponent, Finances

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Other : Fast load/save, Printer access, 20 Options to set various game preferences, Instruction book, Easy to play, Technical support.

Plus : Over 100 other meticulous refinements impossible to list here.

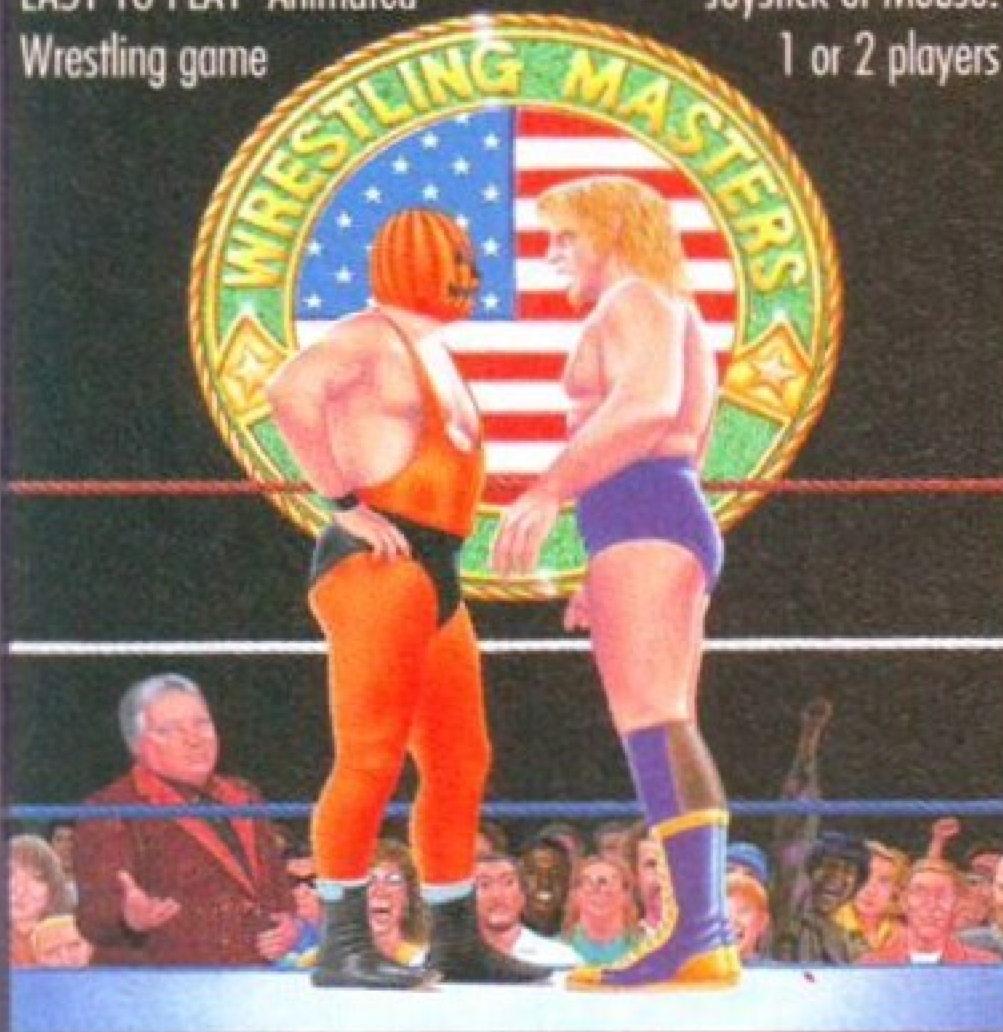
Editor : Allows you to amend various items in saved games. £12 Extra

Scottish : Dedicated version details available upon request.




EASY TO PLAY Animated Wrestling game

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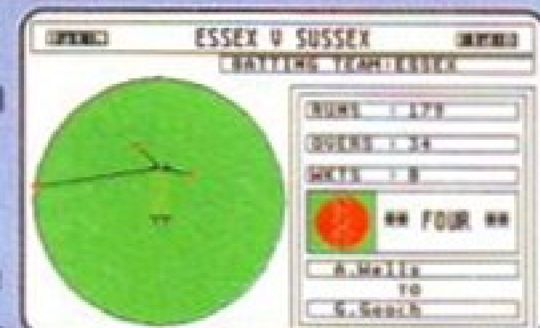



# CRICKET MASTERS

This is a purely managerial cricket manager game that concentrates on strategy and includes plenty of relevant statistics. The game has been designed and developed by a true fan of the sport. It replicates everything that a real manager has to content with and it's a totally unique production that anyone with an interest in Cricket should experience.

A summary of the main features is shown below:-

- AXA EQUITY & LAW 18 league county teams, 50 overs per game.
- 4 Cup competitions including Benson & Hedges, Nat West.
- 20 different match umpires with accurate names and strictness.
- Accurate player details Surname, height and age.
- 27 different player attributes. Most skills have a direct impact on the effectiveness of each individuals actions during a simulated match.
- Easy player selection. All game text is clearly presented.
- Batting and bowling averages. Top batting and bowling tables.
- 3 Different training intensities to boost batting, bowling or fielding.
- Weather, pitch and light often make an impact on ground condition.
- Full match highlights let you watch the action ball by ball with full graphics and/or realistic sampled sound effects for significant events (Fours, Umpire decisions, etc.). Interventions are permitted at any time to change batting tactics or fielding placings.




- 3 Batting/Bowling classifications (Normal, Attack and Defend).
- Choice of 15 different field placings.
- Full scorecard results with best batting and bowling figures.
- Other staff (Physio, Groundkeeper, Scout) can be hired and fired.
- Annual league fixtures listing. Current week and last league results.
- View current cup competition draws and historic records.
- Real time transfer market. Player contract and wage negotiations.
- Sponsors, Printer access, Finances, Poor ground fines, Manager rating.
- 15 Options to alter game preferences, Load/Save game.
- Instruction book with plenty of examples.
- Plus many more fine details that we are unable to list here.

# STABLE MASTERS 2

This game has been designed to be as close to real racing as possible. Five years of development by a clever racing expert has led to the second revision of this Flat Horse Racing Simulation.

Up to 4 players can participate as Owner Trainers with the primary objective of becoming the top rated trainer, in respect of prize money won, at the end of each racing season (March to November). There are up to 35 other intelligently controlled computer trainers to compete against and compare your personal performance.

To achieve this aim you must discover a potential champion and train them so that they become capable of competing well and winning any of the 47 big prize money races (Handicap and Group). eg. The Derby

To give you an idea of the tools provided in this game to assist you reaching your objective we have listed the main features below:-

- 250 horses each with over 60 independent variables.
- 26 different race courses (2 all weather), real life characteristics mirroring the diversity of racecourses in the UK (descriptions provided).




- 20 Jockeys who vary in ability and booking fees, Orders & Feedback.
- Formbook and Win Summary Cards cover the previous 200 races.
- Animated race display or just the result. View Declaration List for races. Very informative report by Head stable lad. Tipsters. Bookmakers.
- Racecards similar to racing press. Real life • Handicaps & Race Types.
- Viruses, Injuries & Vets. Load/Save game. Many other items included.

Version 1 is available upon request (Simple training & betting) @ £15.

# ORACLE

You could have won £44,836 with this HORSE TIPSTER Utility.

Open National Tipping Competition 1991 : Organised by Racecall, regulated by the Tote, this program achieved joint second. This led to a serious approach from a well known national book maker. Rejected in favour of supporting the public.

Winnings Statistics : 104 wins out of 166, as from 2/6 to 1/9/93.

Formula : This program tells you exactly what to do. You are NOT permitted to amend our system unlike so many other similar programs. How confident can you be in something that invites amendments!

Research & Development : Three years full time race analysis and experimentation to refine and test the prediction system.

Inside Knowledge : Plenty of unique hints from contacts in the know.

User Friendly : No racing knowledge required, easy to use, tutorial book.

Restricted Sales : As soon as our programs predictions have a prolific impact on the betting odds we will stop accepting new buyers.

Monthly Updates : Highly recommended option. If any update fails to break even we'll send the next one free of charge. From £25.

Price Increase : Highly likely. Buy now before success forces increase.

# World Cup Cricket Masters

A fantastic graphical and/or tactical representation of Cricket that has been completely written by a traditional fan. You can physically participate with batting and/or bowling or leave it to the computer to automatically handle. See full feature list below :-



GAME OPTIONS
- 1 Day limited overs or test.
- White or coloured clothing.
- Three Cricket grounds.
- Load/Save game. Skill levels.
- Computer/Human players.

ANIMATED ACTION
- Sound Commentary.
- Umpire signals.
- All the strokes cut, pull, drive, etc.
- Appeals, dropped catches, run outs.
- Bouncers, wides and no balls.

STATISTICS
- Scorecard & bowling analysis.
- Weather and ground reports
- Wagon Wheel
- Manhatten Chart.

PLAYER VARIETY
- Rated on 8 adjustable factors.
- Left and right handed players.
- Range of batting types.
- Editor to amend game stats.
- Bowler types include seam, swing, change and both types of spin with 8 speed levels.

FRIENDLY CONTROLS
- Icon driven with point & click.
- Large 3D scrolling screen covering the entire playing area.
- Mouse controls bowler's line, length, direction field settings.
- Joystick control of batsman's attack level, strokes and running between wickets.

VARIABLE CONDITIONS
- Surface and pace of pitch
- Rain, bad light, cloud cover, temperature and humidity.



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Essex SS1 2ND. England.
TEL. (0702) 600557
FAX. (0702) 613747

# MAIL ORDERS

All the programs detailed in this advert are only available by direct mail.

| COMPUTER: ST 512K S/S | ST 512K D/S | ST 1MB | AMIGA 1MB | P.C. | DESCRIPTION AF | PRICE | TOTAL |
|---|---|---|---|---|---|---|---|
| | | | | | Professional Football Masters V4 | 24.95 | |
| | | | | | P.F.M. Editor V4 | 12.00 | |
| | | | | | Stable Masters V2 | 24.95 | |
| | | | | | Oracle Horse Tipster | 75.00 | |
| | | | | | Cricket Masters | 24.95 | |
| | | | | | World Cup Cricket Masters | 24.95 | |
| | | | | | Wrestling Masters | 19.95 | |
| | | | | | | GRAND TOTAL | |

CREDIT CARD NUMBER & EXPIRY E. & O. E.

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POSTCODE ____________

# SEEN ANY GIGANTIC BLUE ELEPHANTS LATELY

## NO! THEN... ...BUY...

# Magic Boy



SCREENSHOTS TAKEN FROM AMIGA

Little Hewlett is top of his class at Sorcery School. One evening he stays behind to finish some work and accidently lets the Grand Wizards collection of crazy pets out of the basement. Can you help Hewlett get them all back before his master returns in the morning?

Good luck, it's going to be a long night.

- 4 graphically stunning areas to explore, each with its own individual inhabitants.
- 64 levels, 4 of which can be accessed at any one time.
- 32 bonus packed secret levels for Hewlett to find and explore.
- Progressive difficulty level.
- Password system to access later levels.
- Superb cartoon animation.
- Hidden features; *extra powers for Hewletts wand, invincibilty potions, hidden blocks, extra lives and extra continues.*



If Hewlett is to return life to normal at the Sorcery School he is going to need all of his agility and cunning, as well as a touch of Magic!

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| | | | |
|---|---|---|---|
| Amiga | A500+ | | £179.99 |
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| A600 | 1Mb | 20HD | £299.99 |
| A600 | 1Mb | 40HD | £329.99 |
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| A1200 | 2Mb | 120HD | £639.00 |
| A3000 | 1Mb | VID/1Mb FAST/52 Mb | £999.00 |
| A3000 | 1Mb | VID/1Mb FAST/120 Mb | £1149.00 |

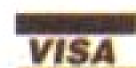
| | | | |
|---|---|---|---|
| A3000 | 2MB | VID/4Mb FAST/52Mb | £1149.00 |
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| AMIGA 4000/30-/40 | | | £P.O.A |
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## QUALITY REPAIRS

**Man for all seasons, Steve Bradley, has put Summer behind him and is turning various autumnal hues of yellow and gold and falling out of trees. Oh, and here's the budget releases.**

# CHEAP 'N' CHEERFUL

## THE SECRET OF MONKEY ISLAND

Kixx XL, US GOLD ■ Needs 1Mb ■ £16.99 ■ Reviewed *AF23* 92%



Buxom wenches and bottles of grog, what more could a pirate want? It's a little known fact (ie untrue) that the Pirate's Arms is run by Fred and Doris Silver, and there's a free bar billiards table in the Snug.

This smash hit ***AF*** Gold-winner sees you assume the role of Guybrush Threepwood, and work your way through a series of swashbuckling puzzles.

You start the game on the island of Melée and the aim of the adventure is to collect unusual objects which will help you turn the weedy Guybrush into a skilled pirate, so he can crew a ship and sail off to Monkey Island. There are many nice touches to this RPG including the excellent fight sequences, where Guybrush wins not with his rapier abilities, but with his comical insults.

The large number of confusing puzzles can frustrate you for hours, but when you get stuck, the game's humour saves you from complete despair. The insults, questions and replies mix wit and a sense of the absurd: When you've got the option of saying "I`m Bobbin,are you my mother?" things don't seem as bad as they could do.




"You're not crossing this bridge mate, oh no, no no. More than my job's worth to let you over..."

### Swashing buckles

The point and click method of control makes *The Secret Of Monkey Island* easy to play. All it takes is a few mouse clicks and you can be transported to anywhere on any island. However, you have to pay for this ease of use if you haven't got a hard disk, because the game involves a large number of disk swaps and flows less freely. The only answer is to get a hard disk.




After the cricket match the winning team celebrated in the tea tent long into the night, singing cricket songs and recounting tales of famous boundaries. Celebrity guest was Brian Johnson.

Unfortunately, the controls are let down by jerky screen movements and the slow screen menus can result in the occasional mistakes such as picking the wrong witty remark or saying something didn't mean to and sending Guybrush in the wrong direction. Despite these flaws, *Monkey Island* is one of the best graphic adventures around and at a budget price, if you haven't got a copy already, it shouldn't be missed.

**Graham Popham**

**9/10**

## THOMAS THE TANK ENGINE II

Alternative Software ■ £12.99 ■ New release

"I'll Thomas the Tank you in a minute," shouted Ivor the Engine, feeling sadly neglected at not being allowed to enter the Great Train Race. The Fat Controller got an ear-bashing from Jones the Steam and Dai Station moped around on the platform. But Thomas and his pals didn't care, for they had the chance to find out who was the fastest of all the trains at the station. Not that you can go flat out, what with trains, signals, level crossings and leaves on the line.

Play the computer or race a chum in this trainmendous, steamy, four track affair. Smart graphics and pleasant sounds make this a polished package, though most will find it easy to beat the computer. But in two player mode it's great fun and at under 13 sovs, it's no Great Train Robbery. Hurrah and toot, toot.




Thomas took an early lead, but Percy kicked on the final bend and it was neck and neck as they approached the tape.

**7/10**

## HUCKLEBERRY HOUND

Alternative Software ■ £9.99 ■ New release




*Huckleberry Hound* may not have slick graphics, brilliant sound, fiendishly difficult puzzles or captivating gameplay, but it does have snakes, diamonds and lots of levels to jump around.

As famous dogs go, this one's up there with the best of them. Fred Bassett, Lassie, Snowy, Muttley, Bouncer, Deputy Dawg, Rin Tin Tin, Nipper, K-9, Pickles, a quick office straw poll revealed other dogs of repute, but none of these venerable hounds have had their own game named after them. Anyway, Huck's treasured film Oscars have been half-inched and he's got to sniff around Cartoon World to goldenly retrieve them.

A barking mad platformer, *Huckleberry Hound* is not, I'm afraid, the dog's danglies. There are plenty of levels, but the gameplay is poor and the sprites are about as animated as something not very animated. It's a bit rough, but at least you can paws it.




The Oscar and cinema theme is cleverly worked in to the game. This is what happens when you lose a life.

**4/10**

## CRYSTAL KINGDOM DIZZY

Codemasters ■ £9.99 ■ Not previously reviewed




The lad Dizzy is a cheerful character, waving his stubby little arms about and smiling in the face of adversity. Let's hope he makes it to the end of the game and finds all the jewels.

Lost treasures of Yolkfolk. Stormy clouds. Imminent destruction. An egg wearing a safari hat. Hmmn, sounds as though all is well in Dizzy's kingdom. So someone's made off with all the jewels and your task is to go out and do the platform business of recovering them. The first thing I noticed was that this Dizzy bloke looks like he's constantly raving, because he bobs around and waves his arms frantically (and he's always smiling – dead giveaway).

Battle and bounce your way through four levels including Captain Blackheart's pirate ship before finally entering the Crystal Kingdom to complete your quest for the missing jewels. *Crystal Kingdom Dizzy* is colourful, bouncy fun, even if it's not the most inspirational of the Dizzy games.

**6/10**

## HARD DRIVIN' II

Hit Squad ■ £9.99 ■ Reviewed *AF*21 77%




Admittedly, I've never driven for Williams Renault, but I know when to put my foot down. I refuse to drive for Jenkins Go-carts.

Hard Drivin' Schmard Drivin'. There is a picture of a rather nice red Ferrari on the box. Unfortunately, the cars you drive in the game do not resemble the Italian thoroughbred; in fact, they make Ladas look rather sleek. But hey, we're not posers are we? If it goes, then that's good enough.

There are both speed and stunt tracks to tackle in this racetrack romp, and if you're feeling particularly enthusiastic, you can even edit your own track. *Hard Drivin' II* is not the fastest, most fluid, or steering wheel gripping tense racing game and the control system isn't as friendly as your favourite friend. In fact, *Hard Drivin' II* is, dare I say, dated. First reviewed almost three years ago, it has been overtaken by many. Even that really slow steamroller.

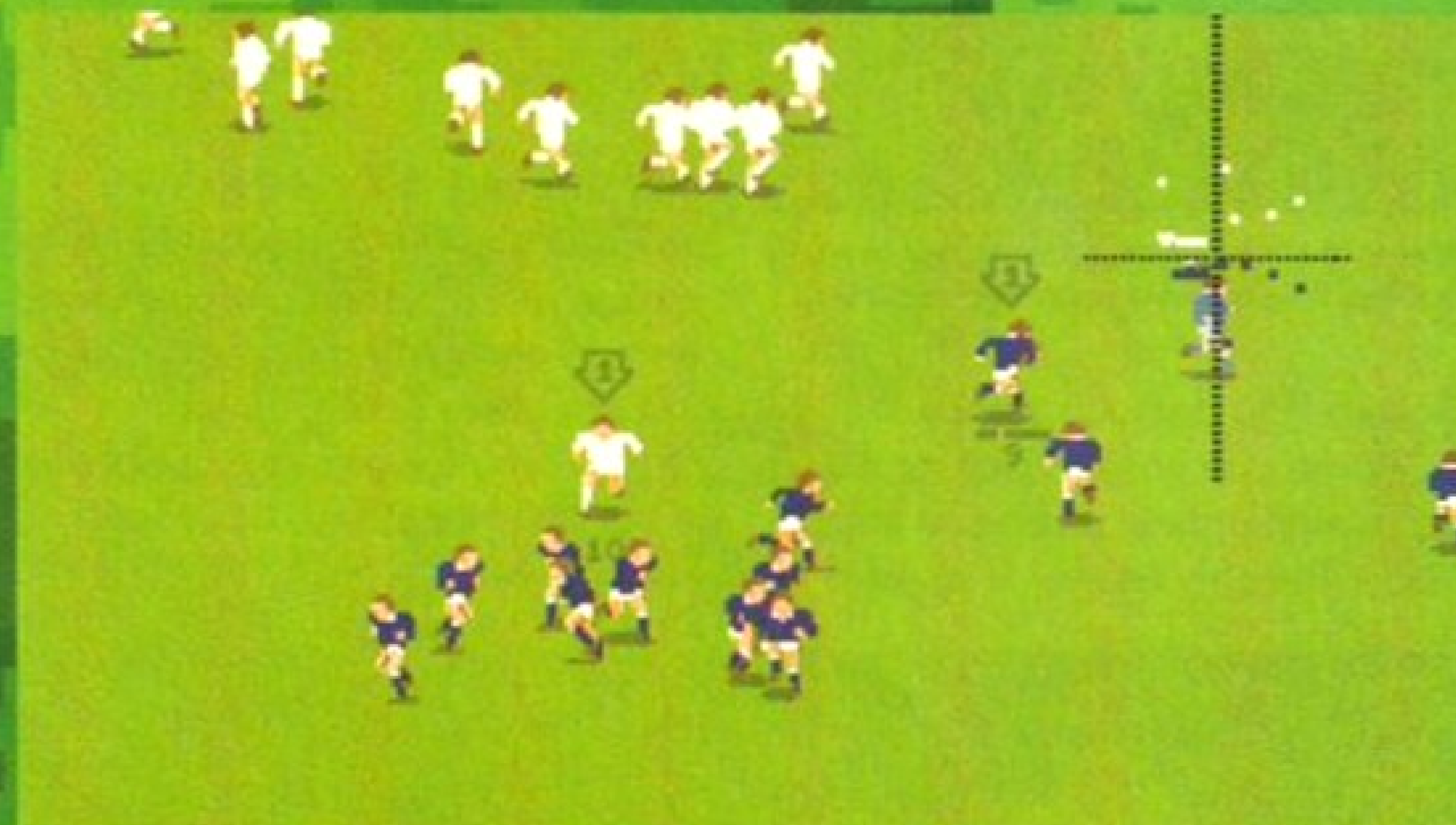
**4/10**

### CONTACT NUMBERS

This month's releases are available from:
Alternative Software (0977) 797777
Codemasters (0926) 814132
Hit Squad 061-832 6633
Kixx XL, US GOLD, 021-625 3388
Team 17 (0924) 201846

## WORLD CLASS RUGBY: FIVE NATIONS

Audiogenic ■ £14.99 ■ Reviewed *AF*39, 69%



Typical. The Scots are heading rapidly down the pitch, and my fine English lads are standing around staring into space. I blame the captain. Oh, that's me? Ah...

The first person to make a joke like "I just fancy a nice ruck" gets thrown out. Rugby is a serious game, not an excuse for schoolboy sniggering. As you may have guessed, this version of *World Class Rugby* allows you to replay the Five Nations Championship, where (surprise, surprise) five national rugby teams get together and try to pull each other's shorts off, or something like that.

Don't get me wrong. This isn't a bad game, it's just not particularly outstanding. The control method isn't bad, and you have a good degree of influence over the players' ability and pitch conditions, as well as a choice of views. You need to think tactically about how you play, as just piling up the pitch inevitably ends up with a large number of burly men jumping on you. Of course, this may be your idea of fun, but it's not mine, I'm afraid...

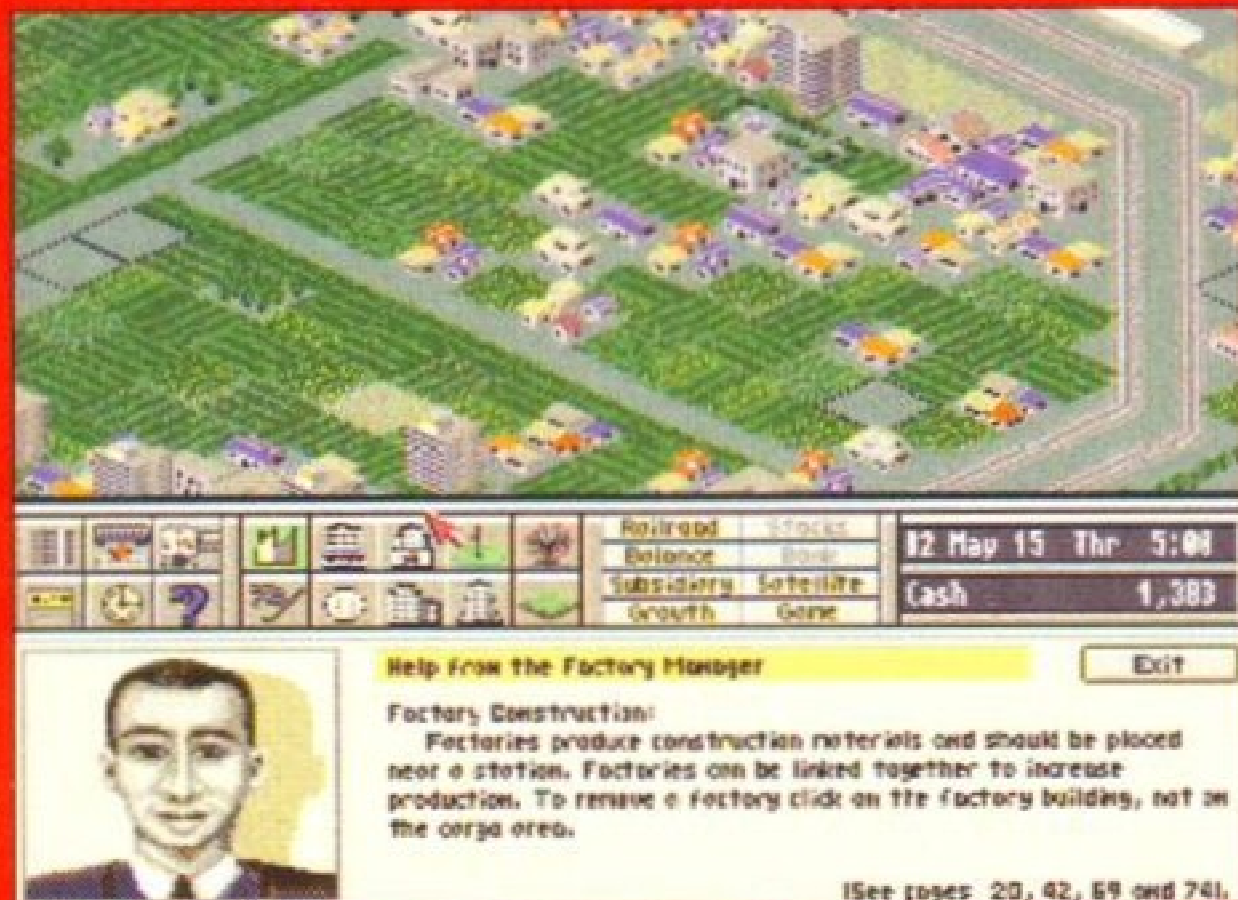
**6/10**

# GAME BUSTERS

**Read Amiga Format's brilliant, bustin' games pages and you need never be stuck on an Amiga game again.**

## Chart busters

### A-TRAIN
Reviewed *AF45* 84%,
Ocean ● 061-832 6633



If the factory manager lets you down, you could always try following Kev Brown's amended cheat for loads of dosh and building blocks.

Kev Brown of Cramlington, Northumberland reckons the cheat we printed in *AF50* was slightly misleading, so here's his amended version

Press Caps-Lock and type in CHEATERCHEATERWIMP with no spaces. After two seconds your funds go up by $1 million and all the land you own is filled with building blocks. You can do this as many times as you like.

### CHAMPIONSHIP MANAGER 93



If the opposition is too much, you could always become a talent scout for Red Star Belgrade.

Reviewed *AF48* 82%
Domark ● 081-780 2222
Pick a 4-3-3 formation then change the players' positions until they look like a 1-4-5 formation, and by playing the long ball you should find it a lot easier to win the game.

**Darren Noyce**
**Stowmarket, Suffolk**

### CHAOS ENGINE



Choose your team with care – you need a balance of abilities if you're to destroy the Chaos Engine.

Reviewed *AF45* FG90%
Renegade
● 071-481 9214
Type in these codes for maximum lives, strength, speed and loads of money.

| WORLD | CODE |
|---|---|
| 2 | XJKSOMH1Z92V |
| 3 | C4HQYOQ4NJ3M |
| 4 | V7YRZK8D13GS |

**Sharon Miev**
**Glossop, Derbyshire**

### PREMIER MANAGER



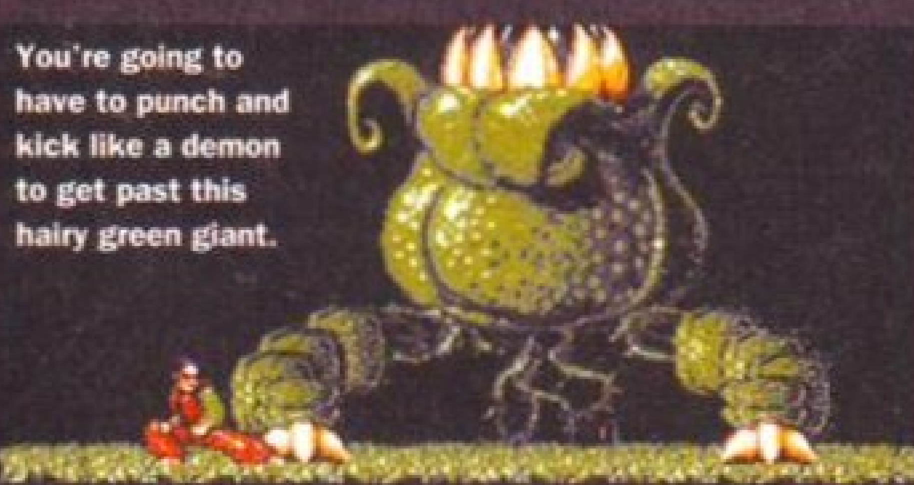
"I know 'Blue is the colour, football is the game,' but don't you think you're taking this colour co-ordination lark a bit too far?" "Sorry, Brian."

Reviewed *AF43* 87%
Gremlin ● 0742 753423
Go to the 'phone and type in the number 781560 to receive £20 million and get all your players up to full fitness.

**Steve Walker**
**Fife, Scotland**

### SECOND SAMURAI
**AF51 Coverdisk demo**
Hold down <Fire> for five seconds to collect the books and knives which are lying around. Yellow books give you a sword, while brown books are a smart bomb. The knives are thrown horizontally.

**Duncan Middleton**
**Nuneaton, Warwickshire**



You're going to have to punch and kick like a demon to get past this hairy green giant.

### STARDUST
*AF49* Coverdisk demo



Here's a challenge: see how long you can last in the *Starburst* demo without firing a shot.

Dave Nicoll of Dundee, Scotland has discovered a cunning way to beat the Mothership from *AF49*'s Coverdisk *Starburst* demo. Simply go to the left base, then the right base and finally the middle base and you avoid the Mothership all together. Cool, eh?

### BART VERSUS THE WORLD
*AF43* Coverdisk demo
Press <B> and Bart changes to Bartman until you press <B> again.

**Andrew Marston,**
**Hereford**

### STREET FIGHTER 2
Reviewed *AF43* 87%
US Gold ● 021-625 3366



Fed up with playing the same old *Street Fighter* characters? Then check out this excellent cheat.

So you wanna be the Boss? Then try out this excellent cheat from Alex Sarkari who wins a copy of *Lemmings 2: The Tribes*.

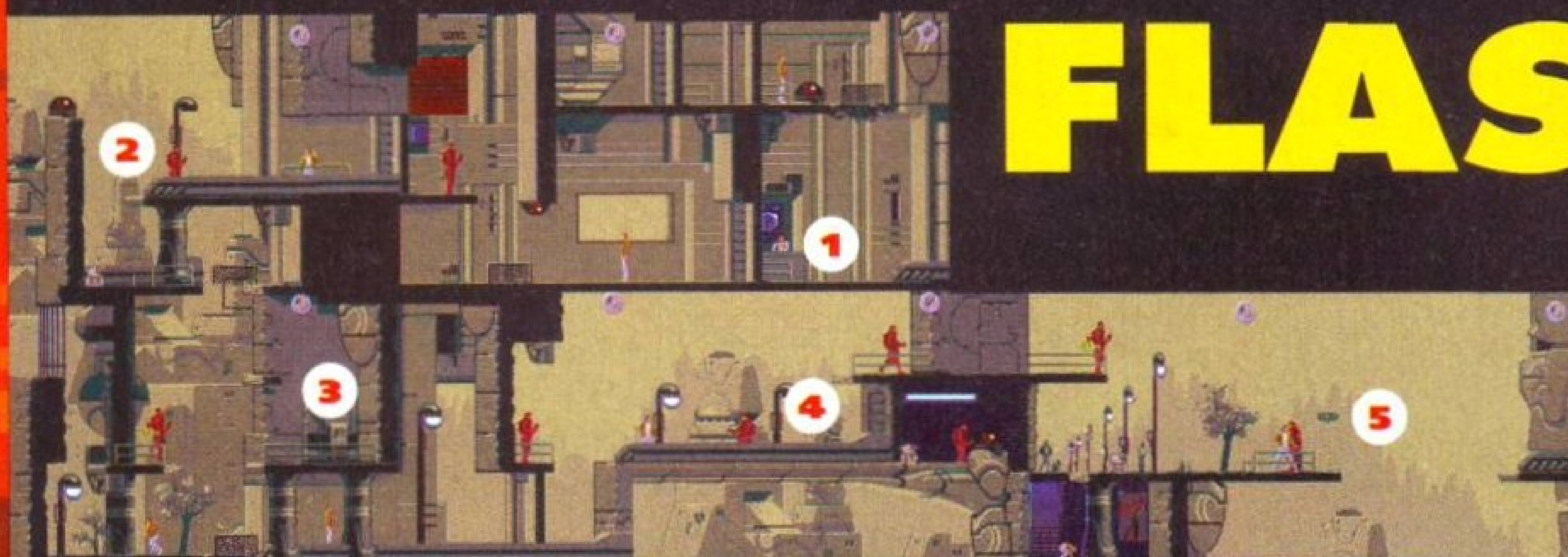
Go to the Boss you want to control with any character except E Honda. Let the Boss beat you on the first two rounds, scoring a Perfect against you. Insert disk two at this point. Use your Continue and go back to the Player Selection screen. Select E Honda – you shouldn't be able to select Ryu. Go and play the Boss and you should find you are the Boss.

**Alrax Sarkari**
**Edgeware**

### CYTRON
Reviewed *AF42* 70%
Psygnosis ● 051-709 5755
Is this schizophrenic tank shoot-em-up driving you nuts? Well Jim Drabble of Bridlington, Yorkshire, has sent in some level codes for both the ordinary and bonus levels.

| LEVEL | CODE | LEVEL | CODE | LEVEL | CODE |
|---|---|---|---|---|---|
| 1 | – | 10 | FFIB (Bonus) | 19 | FILA (Bonus) |
| 2 | HIDE (Bonus) | 11 | AAHC | 20 | BFDG |
| 3 | HIKE | 12 | HKAJ | 21 | GFCA |
| 4 | LAKE | 13 | EJLA | 22 | FIAG |
| 5 | DEAD | 14 | DHLA (Bonus) | 23 | LYAI (Bonus) |
| 6 | ACHE (Bonus) | 15 | ELAD | 24 | BLDK |
| 7 | – | 16 | KAKE | 25 | JAKI (Bonus) |
| 8 | FLEE | 17 | FGAH (Bonus) | 26 | GABG (Bonus) |
| 9 | BFAE | 18 | CIJA | 27 | LABH |

# FLASHBA




The Return to Earth...

**Things are starting to get decidedly tricky in Part Four of our complete solution. Are you man enough to keep up?**




11

13

12

## ISHAR 2: MESSENGERS OF DOOM

Reviewed *AF50* 79%
Daze ● 071-328 2762

You want a complete solution? You got it, thanks to those helpful chaps at Daze Marketing. More next month...

### IRVAN'S ISLAND

Go West, then North – avoid having a fight. Enter village. Play with the pump-handle (ooer!) if you like. Recruit Kudsac, pick up his possessions and kill him. Visit the two inns to recruit four characters – preferably, pick one scholar (Eliandr), one magician (Zeloran), one archer (Fandhir) and one warrior. Buy a sword, a bow and some arrows from the armourer. Now buy some food from the shopkeeper to recover your physical strength after fights.

Go to the harbour on the south-west side of the island and force a passage. You're taken prisoner and handed over to the village chief who tells you your mission.

Return to your starting point by going South, then East. Kill the three thieves and find the woman. You're given a pendant. Eat if necessary, then return to the village to recruit, buy helmets and shields.

Go extreme East into the forest, then North to pick up the black and white mushrooms – do not eat them. Now collect the dandelions in the stone circle to the extreme north. Fight the wasps. Enter the forest clearing on the south side, kill orcs.

You can destroy the chief orc by keeping your distance as much as possible and using as many arrows as you can. Pick up necklace, take it back to the village chief. Eat, sleep, buy arrows, arms and food. Go to the harbour, select the town's landing-stage.




Special handy tip: don't pick up the skull-in-the-box unless you want your brains to be pureed by a pair of stone golems.

## ONE STEP BEYOND

Reviewed AF51 78%
Ocean ● 061-832 6633

***AF*** brings you every single *One Step Beyond* code you'll ever need. And it's all thanks to Paul Walker of Warrington who wins himself a £25 Mail Order voucher.




Colin Curly takes one small step for the Amiga, and a giant leap for the advertisers in this puzzling sequel to the excellent *Pushover*.

### QUAVER ZONE 0

| Level | Code |
|---|---|
| 1 | 48474 |
| 2 | 39943 |
| 3 | 22881 |
| 4 | 62824 |
| 5 | 20169 |
| 6 | 17457 |
| 7 | 37626 |
| 8 | 55083 |
| 9 | 27173 |
| 10 | 16720 |

### QUAVER ZONE 1

| | |
|---|---|
| 11 | 43893 |
| 12 | 60613 |
| 13 | 38970 |
| 14 | 34047 |
| 15 | 07481 |
| 16 | 41528 |
| 17 | 49009 |
| 18 | 25001 |
| 19 | 08474 |
| 20 | 33475 |




Fall too far and you can say goodbye to one of your precious lives.

### QUAVER ZONE 2

| | |
|---|---|
| 21 | 41949 |
| 22 | 09888 |
| 23 | 51837 |
| 24 | 61725 |
| 25 | 48026 |
| 26 | 44215 |
| 27 | 26703 |
| 28 | 05384 |
| 29 | 32089 |
| 30 | 37473 |

### QUAVER ZONE 3

| | |
|---|---|
| 31 | 04026 |
| 32 | 41499 |
| 33 | 45525 |
| 34 | 21488 |
| 35 | 01477 |
| 36 | 22965 |
| 37 | 24442 |
| 38 | 47407 |
| 39 | 06313 |
| 40 | 53720 |

### QUAVER ZONE 4

| | |
|---|---|
| 41 | 60033 |
| 42 | 48217 |
| 43 | 42714 |
| 44 | 25395 |
| 45 | 02573 |
| 46 | 27968 |
| 47 | 30541 |
| 48 | 58509 |
| 49 | 23514 |
| 50 | 16487 |

### QUAVER ZONE 5

| | |
|---|---|
| 51 | 40001 |
| 52 | 56488 |
| 53 | 30953 |
| 54 | 21905 |

# CK – PART FOUR

Reviewed *AF*45 FG93%
US Gold ● 021-625 3366

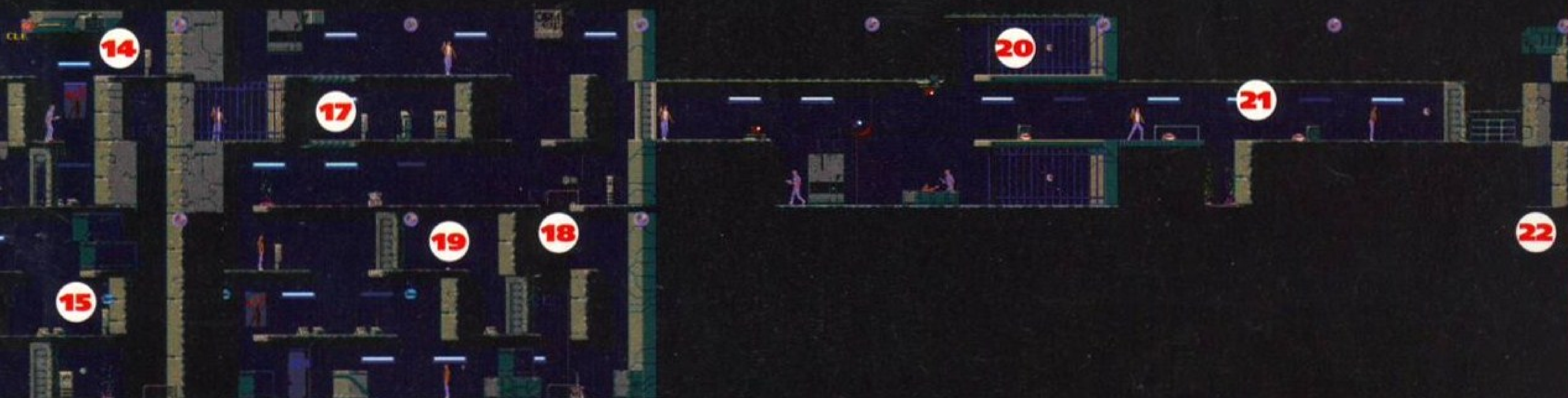
**CODE: GOOD**

Talk to the man (1) and give him the ID Card. Go left, kill cop and go left. Here kill second cop – use the forcefield, it works (2). Go down, kill cop and floating ball. From the middle platform go right and recharge (3). Go right and kill cop. Proceed right and dispose of all cops who show their faces. Go back left and recharge if necessary. Go right and inside (4). Kill two cops and floating ball. Move right and call taxi (5). Save here (6).

Climb to top platform. Run and jump all the way right and crack the crystal (7). Proceed inside and right. Here dispose of the terminator, take lift up, crack crystal and get key (8). Go all the way right, jump to the middle platform, right again and recharge (9). Step left and incinerate the robot – watch out! He explodes. Activate console (10), go right, open door with key and lift down. Save here (11).

Climb up and the wall slides away. Take lift down and go up. On the right kill terminator, pick up key (12) and proceed left. Get rid of the two floating balls (13) and climb up. Move right and activate console (14) so wall slides out of the way, go left and climb down. Go right and deactivate the forcefield (15).

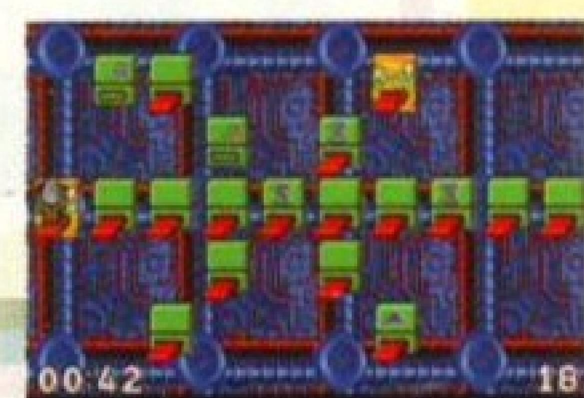
Proceed down, open door and recharge (16). Take the lift up and go right. There are two mysterious floor traps (17). Go right and get lift down (18). On left, run and jump to top platform so you can open door. Go right, pick up key (19), take lift up. Open door and step inside. Kill floating ball (20). Jump mine and run like hell – a forcefield follows you (21). Get rid of the floating ball and proceed right to the next level (22).




| | |
|---|---|
| 55 | 52858 |
| 56 | 09227 |
| 57 | 62085 |
| 58 | 05776 |
| 59 | 02325 |
| 60 | 08101 |

**QUAVER ZONE 6**

| | |
|---|---|
| 61 | 10426 |
| 62 | 18527 |
| 63 | 28953 |
| 64 | 47480 |
| 65 | 10897 |
| 66 | 58377 |
| 67 | 03738 |




Get this far and you soon discover that time is your main enemy.



Colin gives you a taster of his famous hang-dog expression. Cheers.

| | |
|---|---|
| 68 | 62115 |
| 69 | 00317 |
| 70 | 62432 |

**QUAVER ZONE 7**

| | |
|---|---|
| 71 | 62749 |
| 72 | 59645 |
| 73 | 56858 |
| 74 | 50967 |
| 75 | 42289 |
| 76 | 27720 |
| 77 | 04473 |
| 78 | 32193 |
| 79 | 36666 |
| 80 | 03323 |

**QUAVER ZONE 8**

| | |
|---|---|
| 81 | 39989 |
| 82 | 43312 |
| 83 | 17765 |
| 84 | 61077 |
| 85 | 13306 |
| 86 | 08847 |
| 87 | 22153 |
| 88 | 31000 |
| 89 | 53153 |
| 90 | 18617 |

**QUAVER ZONE 9**

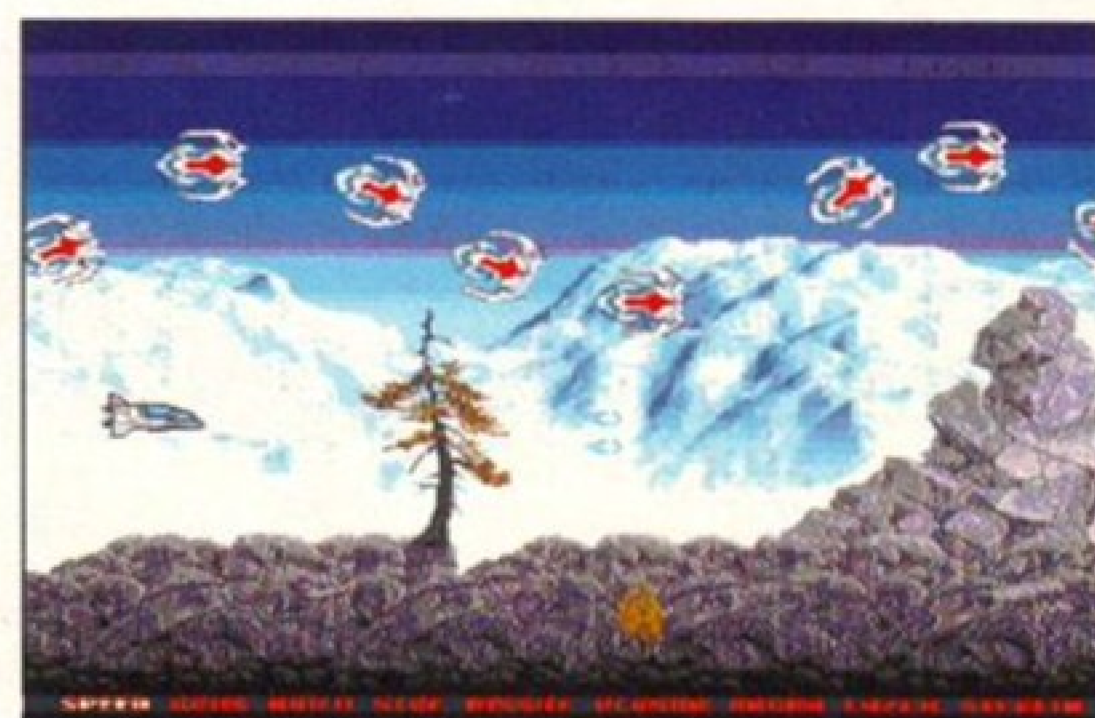
| | |
|---|---|
| 91 | 06234 |
| 92 | 24851 |
| 93 | 31085 |
| 94 | 55936 |
| 95 | 21485 |
| 96 | 11885 |
| 97 | 33370 |
| 98 | 45255 |
| 99 | 13089 |

**QUAVER ZONE 10**

| | |
|---|---|
| 100 | 58344 |

## PROJECT X

Reviewed AF50 90%
Team 17 ● 0924 291867



Alien scumbag alert! Wave after wave of extra-terrestrial nastiness is yours to destroy in *Project X*.

Are you having problems getting past the missile stage on Level One? Then take this tip from Anthony Harper of Southampton:

Once you finish the section before the missiles, fly straight to the right side of the screen. Stay there and the missiles are unlikely to touch you.

# DUNE II

Reviewed *AF50 FG90%*
Virgin Games ● 081-960 2255

## THE ATTACK PLAN




**Attack is the best form of defence as the weedy Atreides clan soon discovers in *Dune 2*.**

When attacking, the most important building to destroy is the enemy Construction Facility – once you have done this they can't replace any of the buildings you take out. You should also concentrate on taking out the enemy defence turrets before finishing off the rest of the base. Victory is almost assured if you destroy the Construction Facility, although the enemy usually has more than one of them in later levels.

Until tanks become available, the Harvester is one of your most important weapons because it's a tracked unit and can be used to squash any enemy troopers or infantry sent to attack your base. It's useful to have a Harvester guarding your base especially if you're fighting the Harkonnens, because they like using Heavy Troopers which can be very difficult to destroy.

## THE LAST FEW LEVELS

On the last two levels both opposing houses team up to destroy you. This isn't as bad as it sounds – it just means you need to defend your base a bit more against the extra units the combined enemy send in.

It also means you have to destroy two bases instead of one. You can also build Palaces on these levels – as can your enemies – and IX Research Centres which enable you to construct special units. If you use these units well, and follow the attack plan, these levels are not much harder than the others.

## DESTROYING ENEMY PALACES

Destroying enemy House Palaces is very hard because they're also free for them to repair. You have to launch an all-out attack mainly with Missile Launchers and Heavy Tanks to stand a chance.

Destroying a Palace can take some time, but you can afford to put all your units on to the task and provide air support with Ornithopters. In effect you have to damage the Palace faster than your enemy can repair it, but this can be done.

## THE FINAL BATTLE

On this level you face the two enemy houses and the Emperor's Elite forces. This level is extremely hard compared to the rest of the game and you just have to muddle through. The enemies are always attacking in great numbers and you really have to watch out for Death Hands as the Harkonnens and The Emperor both have them – don't forget to save your position regularly. Keep the same attack plan since it's vital to start attacking even though your base is under siege from the beginning.

Use an Ornithopter to determine the position of enemy bases since they're widely spread out over the opposite side of the map to you, usually to the North.

Remember enemies have at least two Construction Facilities on this level so it's important to hit them all. Isolate one enemy at a time and destroy them before moving on to the next and try to capture their factories so you can build the special weapons. Captured factories are often situated in strategic positions close to other enemies, which makes them ideal if your base is far away.

It's best to leave the Emperor's Sardaukar Base until last. The Sardaukar have large numbers of all the standard units which have been improved to elite status, coloured purple. The Sardaukar's Troopers are hard to kill unless they're run over by a tracked unit. They also have their Construction Yard very heavily guarded with a further Construction Yard hidden away in a corner, so it's important to explore the map.

The Sardukar Base is also very heavily guarded. It has a double-strength defensive wall around it with lots of Rocket Turrets on the perimeter. The best way to destroy the base is by taking its Construction Facility with a group of four or five Rocket Launchers sited in a destroyed enemy base, so the Sardaukar cannot see them. A quick surprise attack on the Construction Yard with Rocket Tanks can destroy it before the Sardukar can start repairs.




**Combat tanks are slow, but highly effective offensive weapons which can be used to whittle down the Harkonnens' defences.**

Now try destroying some of the defensive turrets and other buildings. Rocket Tanks are extremely useful, so keep them well protected unless you want them knocked out by a rogue Siege Tank.

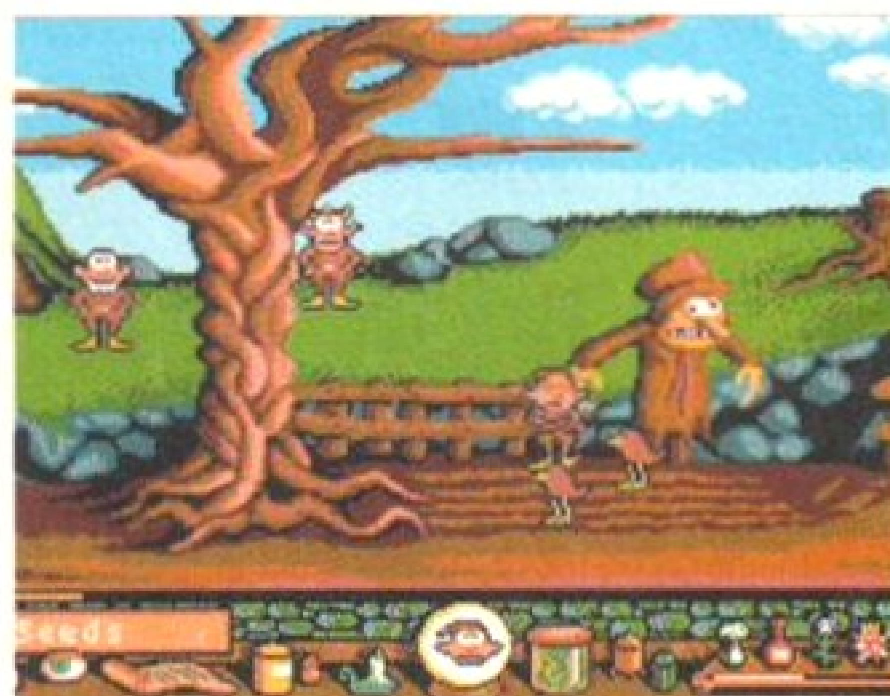
If your enemy starts rebuilding, then they have a secret Construction Yard which must be knocked out. Do this and eventually the enemy's defences collapse, leaving the Sadaukar Palace to be destroyed. This is very hard to achieve, so you just have to pile all your forces on to it and wait. When the Palace is finally destroyed you've completed the game and can watch the end sequence.

● Thanks again to Gregg Spivey, of Welwyn Garden City for these excellent sand-blastin' tips.

## GOBLIIINS A1200

Not previously reviewed
Digital Integration
● 0276 684959

**You can't use the A500 level codes on the AGA version of this cutesy puzzle game, so R Bailey of Streatham, London has sent in some alternatives.**

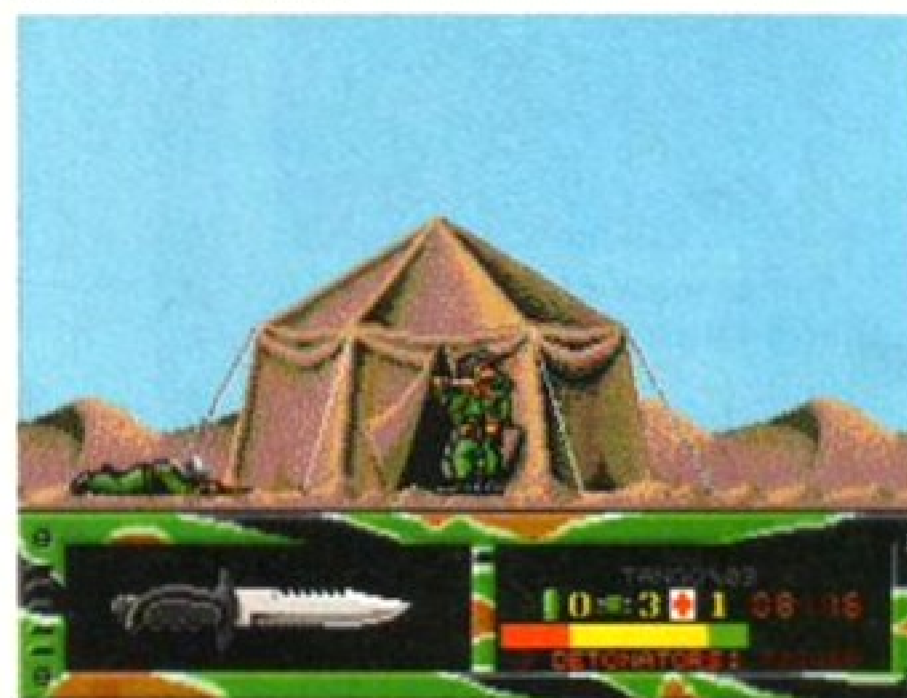


**Uh-oh! Those mischievous Goblins are at it again.**

| LEVEL | CODE | LEVEL | CODE |
|---|---|---|---|
| 1 | VQVQEDD | 12 | CANJOMY |
| 2 | ICIGCAA | 13 | DUBENNC |
| 3 | ECPPNCZ | 14 | JCNGTOV |
| 4 | FTWJDEK | 15 | TCVQQPL |
| 5 | HQVDRFR | 16 | IQDNJQN |
| 6 | DULBEBO | 17 | KKKOSRB |
| 7 | JAHAHHE | 18 | NGOFISM |
| 8 | HATEAGK | 19 | NNEURTI |
| 9 | KONASJM | 20 | LGUDEUM |
| 10 | GLUTEKS | 21 | TQELDVW |
| 11 | EROITLV | | |

## FIRE FORCE

Reviewed *AF42* 71%
ICE ● 0453 756993



**Type in these Action Replay codes during the game to get loads of ammo for each of your weapons. If you use the M60 Machine Gun without any belts you also get infinite bullets. Under no circumstances should you increase your mags above five – this removes the graphics and energy bar. Happy hunting!**

**Helmut Hun didn't take kindly to having his throat slit.**

| WEAPON | CODE | WEAPON | CODE |
|---|---|---|---|
| M16 Mags | 001594 | MP5 Mags | 001595 |
| AK47 Mags | 001596 | M60 Belts | 001597 |
| M26 Grenades | 001598 | M72 Laws | 001599 |
| M203 Rockets | 00159A | First Aid | 00159B |
| C4 Explosives | 00159C | | |

**Paul Priest**
**South Woodham Ferrers, Essex**

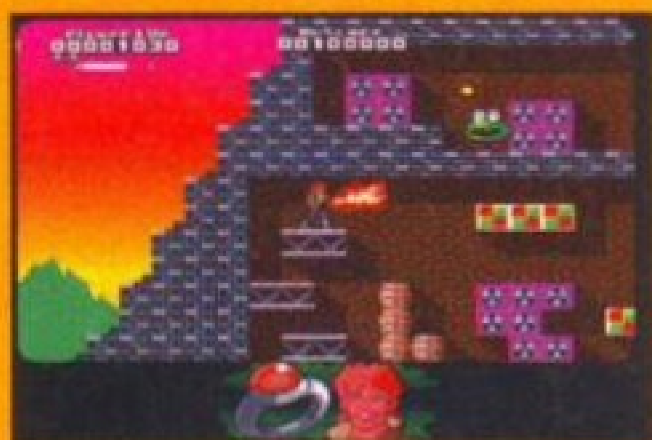
# HELPING HAND

**Mad, frustrated, confused? Don't be. About to hurtle your joystick right through the screen? Whoa there! Our new man Rob Mead is here to tackle all your tricky gaming problems.**

## CAPTAIN PLANET TO THE RESCUE

I've had *Captain Planet* for a year and I can get to the Wind Level, but then I die. With the Continues I still can't get off that level. Do you know a cheat which will give me extra lives?

**James Duck**
**Ormskirk, Lancs**



Captain Planet takes on the mighty Frog people in the world's first eco game.

*There is a cheat for this, but you need a copy of the original Captive game for it to work. Load Captain Planet as normal then insert your Captive disk on the level selection screen. Press <Fire> and the screen says "Disk Error." Now put in the proper disk and the cheat mode is activated.*

## HOOK, LINE AND TINKER

How do I use the catapult in *Hook*? I've tried everything, but nothing seems to work. I've tried talking to people but they just tell me to get magic dust from Tinkerbell. How do you get it from her?

**Stuart Kelso**
**Crosskeys, Gwent**



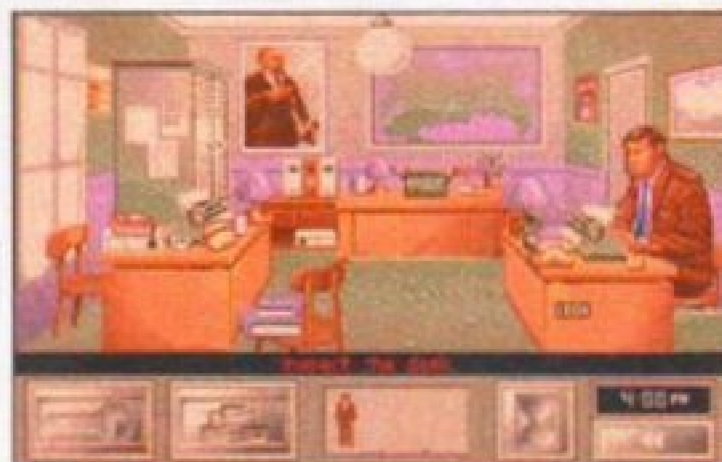
Peter Pan swings into action in *Hook*, Ocean's graphic answer to *Monkey Island 2*.

*You have to fix the catapult by getting some elastic from the Lost Boys' Workshop. Now turn right into the Dining Area. Go right to the Round Pond and give the flower to Tinkerbell. She gives you some magic dust. At the right of this screen you see a tree with a branch sticking out. Pick up the branch and use it with the string you collected earlier. You now have a bow.*

*Go back to the Lost Boys' Workshop and use the bow on the pan-pipes hung up behind the table. The pipes fall to the floor. Pick them up and turn right. Go top right to the catapult and use the elastic on it. Turn right to the Cliffside. Jump off the right end of the cliff three times, now use the catapult.*

## TROUBLE WITH AMERICANS

I need some help with Virgin's *KGB*. I'm near the stack end of the first chapter. I've just got out of the stuffy room, killed Rita and let the American go. I've knocked out Verto and taken photos of the white and blue papers, but when I return to HQ, Volov has a go at me for letting the American go. Have I not done something?



There were 12 phones on Molotov's desk, but he couldn't get a kinky sex line on any of them.

**S Roberts**
**London**

*You haven't done anything wrong. Like most KGB bosses, Volov loves a good moan and would have had a go at you whatever you'd done.*

## UNPLUGGED

Help! I'm stuck in *Indiana Jones and the Last Crusade*. After finding a trapdoor I end up looking up at a wooden plug which I can't reach. I have the whip, grail diary, old book, small key, red cordon and picture. How do I get past this?

**Paul Gallagher**
**Belfast**

*Search all the skeletons until you find a hook. Use the hook on the wooden plug. Now walk down the left side of the screen and use your whip on the hook. This drains the water from the next room.*

## SOPHIA, YET SO FAR

I'm totally stuck on *Indiana Jones and the Fate of Atlantis*. I'm in Atlantis, but I can't find a way to get Sophia out of the cage. I've tried to open the vent, but it just won't budge. Can you help me free Sophia?

**George Diavati**
**Liverpool**

*Stand behind the air vent and use an orichalcum bead in the robot statue. It comes to life and falls on top of the guard, killing him. Use another bead with the eel sculpture to evaporate the pool of water guarding the sentry doors. Now walk through the doors to get on to the canal. You're confronted by an octopus – catch a crab by using a ribcage baited with chewing gum, then feed it to the octopus.*

*Sail around the canal until you find a broken down sentry guard. Repair it with four pieces – robot part, bronze gear, spoked wheel and crescent-shaped gear. Once the robot is repaired and working, a hinge pin falls on to the floor.*

*Give the hinge to Sophia so she can wedge it underneath the cage when you pull it up. Well done, you've freed Sophia.*

## UNDER PRESSURE

I'm hopelessly stuck in *Eye of the Beholder 2*. I'm somewhere under Temple Darkmoon in a level which was inhabited by the Drow long ago. I've found a door with a message which reads: "You'll have to leave many things behind" and has a lot of pressure pads. I've tried putting an object on every pressure pad, but the door doesn't open. What shall I do?

**Javier Valdenebro**
**Spain**



Yikes! A talking wolf! He knows the answer to those tricky *Eye of the Beholder* probs, though.

*I assume you mean the set of nine pressure pads arranged in three groups of three? Put a stone on each of the four corner pads, then walk on to the centre pad. Leave a stone where you're standing and the door should open.*

## SCORE: ENGLAND 1, ISRAEL 0

Can you help me on *Graham Taylor's Soccer Challenge*? I've reached the FA Premier League and now the Football Association is offering me the job of England manager and I've been given a code. The problem is I don't know what I have to do with the code. Please help me.

**Nadav Linden**
**Israel**

*The code is a password which enables you to play the International section of the game contained on disk two. Make a note of the password, then save it to disk by clicking on the Save Password icon. When you enter the International section, the game asks you to load your Save disk containing the password, then asks you to type it in manually.*

## PAT THE HEAD, RUB THE BELLY

I'm writing to inform Dave Penn of Bridgenorth (*AF50*) that when typing in the cheat for *Warnygog* he must pat the monkey on the head and rub its belly at the same time before it turns into an apple and gives you infinite lives.

**A Walker**
**Blackburn, Lancs**

## OVER THE WALL




The wooden horse has failed you. Time to make an Action Replay cartridge out of old bean tins.

In response to Laurence Caruana's plea for help in *Escape from Colditz* (*AF50*), I've worked out some Action Replay codes.

For the first man

| | |
|---|---|
| 6AB | Low security keys |
| 6AC | Grade one security key |
| 6AD | Grade two security key |
| 6AE | Prisoner's uniform |
| 6AF | Guard's uniform |
| 6B0 | Pass |
| 6B1 | Shovel |
| 6B2 | Pickaxe |
| 6B3 | Saw |
| 6B4 | Rifle |
| 6B5 | Stone |
| 6B6 | Candle |

For different men change the second digit to C or D.

**Robert O'Connor**
**Liverpool**

### SEND US YOUR STUFF

**If you're having trouble with a particular game or have a solution to a letter printed in the magazine, don't keep it to yourself – write it down and send it to us, and we'll do our best to print it. Send it to:**

**HELPING HAND**
**Amiga Format, 30 Monmouth Street, Bath, Avon BA1 2BW.**

The BBC Radio 1's
TV and Radio presenter




# THE JAKKI BRAMBLES COLUMN



Well OK then you Mums and Dads, it's that time of the year again when letters to Santa are coming your way. We get a lot of phone calls at this time of year from you guys because it really isn't that easy to decide which of the mega bundles to buy. So this month we have an easy guide to help you make that really important choice.

**Amiga 600 Single Drive** - The ONLY home computer for **less than £200**. Suitable for the child fed up with paying out £40 for software for their Megadrive (software available from £9.99) or for the first time buyer. There are hundreds of software titles available including games, education, word processing, home accounts etc. Games available include strategy / role playing, titles where imagination is more important than aggression, learn to create animations not zap aliens aimlessly. **Age Group 8 - 13**

**A600 Hard Drive** - A more serious version of the above. The hard drive saves repeatedly loading and swapping floppy disks. Suitable for serious games players and applications such as database management for a student or home office environment. The Epic Pack is particularly useful for a foreign language orientated student. **Age Group 12 +**

**Amiga 1200 Chartbusters** - Only the really lucky child will receive this as their first computer. Its state of the art latest Amiga technology made it the computer that most kids aspire to. Its fast 32 - bit technology makes it the choice of Amiga enthusiasts who want not only the ultimate in games playing but also serious applications. You can expand this computer through the addition of hard drives, extra memory, accelerator boards whatever the option most suitable for producing any number of serious applications. Want to be a graphic artist, video producer, film director, cartoon animator, musician, mathematician, designer..... the only limitation to the machine is your imagination. **Age Group 10 - 100**

**Amiga 1200 Desktop Dynamite** - As above but but with some serious applications included in the package. The perfect solution for the student. You want him or her to have a computer to produce school work using quality Desktop Publishing software, he / she wants a dynamic games playing machine. This gives both of you what you are looking for. The software alone is worth over £300. **Age Group 14+**

**Amiga CD32** - The choice for existing Amiga owners looking for the latest product in the range or for the dedicated console owner. Knocks the Sega for six with its State - of - the - Art graphics. (Colours on screen Sega = 64/ CD32 = 256 or 262,000) and processing speed (Sega = 16-bit / CD32 = 32-bit) To you or me this means that people who write the games can now display more colours on screen and the action can be even faster. Also be aware this is also a Compact disc player with full four voice stereo sound so you can play your favourite CD's when the kids are at school. Connects to standard TVs and most hi - fi's. **Age Group 10+**

I hope this info assists. With Commodores help I'm certain that there will be thousands of happy smiling faces on Christmas Day, but if you're still not sure give Indi a call they will be delighted to help.

*Seasons Greetings.*

Jakki Brambles

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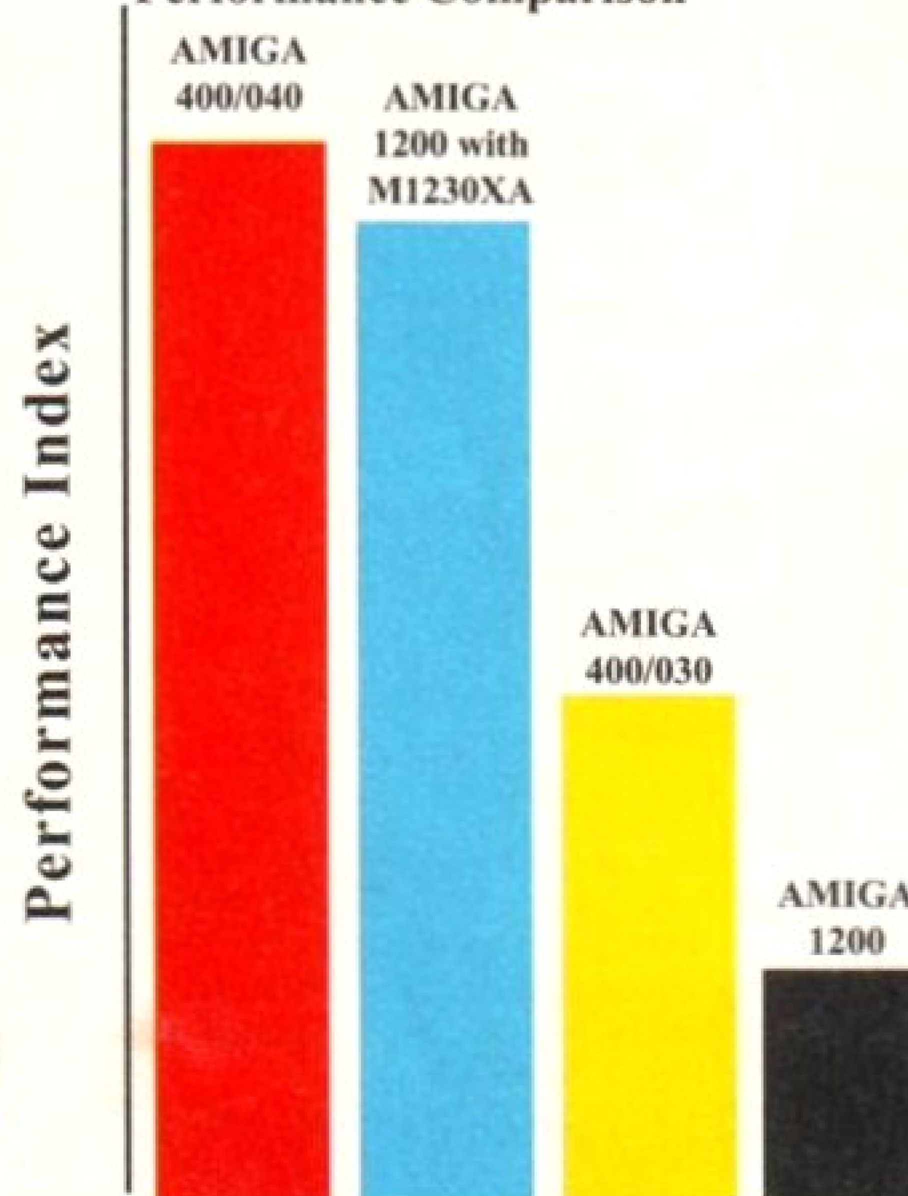
In fact, the machine can display 256,000 colours on screen (compared to Sega's Mega CD which can only display 64) and has a total colour palette of 16.8 million colours.

Amiga CD32 also comes with a chunky 2 Meg of RAM (that's15 times more than Mega CD) and a double speed drive.

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FREE INDI GRAPHICS PACK

## It's here - The new Amiga 4000/030

The NEW Amiga 4000/030 features a EC68030 processor running at an incredible 25Mhz, and upgradable at a later date to a faster processor. The 4000/030 has a powerful 2 Mb of 32 - bit RAM expandable to 18 Mb using industry standard 32 - bit Simms module. In line with the Amiga Flagship 4000/040 the 4000/030 features the new AGA graphics chipset, giving you a massive pallet of 16.8 million colours. A range of hard drive options are available from 80 - 240 Mb and includes a SCSI option.

**4000/030 80 Mb HD INDI PRICE £899.99**

Other Drive Options
4000/030 120 Mb HD INDI PRICE £959.99
4000/030 240 Mb HD (P.O.A)
Phone for price.

**INDI 301002**

A full range of approved upgrades are available for the 4000/030, including additional memory modules, hard drives, PC bridge boards, FPU's (68881 &68882)and the 24 - bit Opal Vision graphics and video system

**INDI GRAPHICS PACK (FREE WITH ALL A4000'S)**
PD C - light, Graphic Utilities, Ray Tracing and Rendering package pre loaded on to your Hard Drive.

**NEW MONITOR RANGE**

THE NEW DUAL SYNC1942 Monitors have been specially designed for the New Amiga 1200 and 4000 computers. Both monitors feature built - in stereo speakers.

**INDI 301010**

**1940 Monitor £269.99**
14 inch screen size - 0.39 mm dot matrix

**INDI 301011**

**1942 Monitor £369.99**
14 inch screen size - 0.28 mm dot matrix



**ZAPSAC AND T - SHIRT**
**INDI PRICE £17.99**



## Parnet Adaptor for CDTV

Connect a CDTV player to any Amiga, and access the world of CD - ROM software.The Parnet interface and software will allow the Amiga CDTV to be used as a CD - ROM drive withe any Amiga and will give any Amiga owner access to the vast range of CDTV software currently available. The CDTV player offers excellent value for money when compared with a standard CD - ROM drive and interface. Most CD - ROM drives will set you back over £400 while CDTV will cost you less than £300 and will play audio CD's in addition to CD - ROM / CDTV disks your Amiga, interface cable and PD disk with driver software for your CDTV player. **(The Parnet adapter can be used to link any Amigas together)**

**INDI 309003 £39.99**

**CDTV MULTI MEDIA + PARNET.**
**INDI PRICE £289.99**
**INDI 300009**

# AMIGA A600 PRICE CRASH




**THE WILD THE WEIRD AND THE WICKED** A600 is an ideal starter pack containing a considered mix of software, making the most of the Amigas capabilities.

**PACK CONTAINS:**
- A600 Single Drive
- Built in TV Modulator
- 1 Mb Memory
- Pushover: Grandprix
- Silly Putty: Deluxe Paint III
- Mouse and Manuals

**LOW LOW PRICES**

**INDI 300006** ~~£215.99~~ **£199.99**

**A600 - SD** A single drive Amiga for those of you requiring a basic A600 at a very competitive price.
**PACK INCLUDES:** A600 single drive, built in TV modulator, 1 Mb memory. 12 Months at home service

**INDI 300007** ~~£189.99~~ **£169.99**

**A600 EPIC PACK (40 Mb HD) PACK INCLUDES:**
**A600 Hard Disks (40Mb)** * **1 Mb Memory** * **Epic** * **Rome** * Myth * Trivial Pursuit * Amiga Text * Deluxe Paint III * 12 Months at home service.

**INDI 300008** ~~£379.99~~ **£279.99**

**INDI A600 ACCESSORY PACK**
* Microswitched Joystick * Lockable Disk Box * Disk Wallet * 10 Blank Disks * Kick Off 2 * Pipemania * Space Ace * Populous * Zapsac A600 Carry Case * Zappo T - Shirt.

**INDI 309000** ~~WORTH £79.99~~ **£26.99**

TEL: 0543 419 999 FAX: 0543 418 079

# CREDIT AVAILABLE ON 6,12, 18, 24, 36 MONTHS.

**WHY NOT RING NOW FOR A QUOTE. SAME DAY RESPONSE.**




# AMIGA PERIPHERALS & ACCESSORIES

## NEW FROM MICROBOTICS!!!. M1230XA ACCELERATOR LAUNCH!!

Microbotics beats the competition in price/ performance/ features and configurations. INDI is very pleased to announce the availability of the new 68030 accelerator product for the A1200: the microbotics M1230 XA (call it the "XA" for short). 50 Mhz as standard! Huge 128 MB memory design is standard (the biggest memory space in any A1200 peripheral) just look at these specifications and prices!

M1230 XA W/40 MHZ EC 030 OMB **INDI PRICE £239.99**
M1230 XA W/40 MHZ EC 030 4MB **INDI PRICE £369.99**
M1230 XA W/40 MHZ EC 030 8MB **INDI PRICE £599.99**
M1230 XA W/50 MHZ MMU 030 0MB **INDI PRICE £349.99**
M1230 XA W/50 MHZ MMU 030 4MB **INDI PRICE £479.99**
M1230 XA W/50 MHZ MMU 030 8MB **INDI PRICE £711.99**

## MBX1200.

The original and best floating point unit and memory upgrade for the Amiga A1200. Available with 0,4 or 8 MB of 32 bit Fast RAM and a choice of floating point units.Now complete with real time clock (RTC)

MBX1200Z 68881 14 MHZ 0MB **INDI PRICE £109.99**
MBX1200Z 68881 14 MHZ 4MB **INDI PRICE £249.99**
MBX1200Z 68881 14 MHZ 8MB **INDI PRICE £449.99**
MBX1200Z 68882 25 MHZ 0MB **INDI PRICE £169.99**
MBX1200Z 68882 25 MHZ 4MB **INDI PRICE £309.99**
MBX1200Z 68882 25 MHZ 8MB **INDI PRICE £519.99**
MBX1200Z 68882 50 MHZ 0 MB **INDI PRICE £249.99**
MBX1200Z 68882 50 MHZ 4MB **INDI PRICE £379.99**
MBX1200Z 68882 50 MHZ 8MB **INDI PRICE £579.99**
68882 FPU UPGRADE 50 MHZ **INDI PRICE £169.99**

## MORPH PLUS

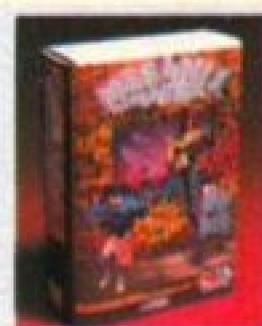
You've seen Micheal Jackson's video, you've seen the television adverts using the latest techniques in morphing, now now you can create the same results but at a fraction of the cost. Morph Plus is the latest and the ultimate in this technology. Whether you are a professional artist or just want to experiment at home Morph Plus is a must.

**INDI PRICE £129.99** INDI 350200





## AUDIO VISUAL



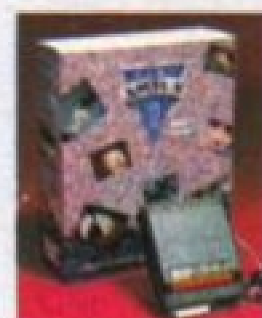
**MEGAMIX.** Low cost, hi spec digital effects cartridge plugs into the printer port of the Amiga. Allows stereo sampling from almost any musical source.

**INDI PRICE £29.99** INDI 350000




**TAKE 2.** Animation package is a must foe computer artists and enthusiasts of all ages. As used in Rolf Harris Cartoon Club.

**INDI PRICE £37.99** INDI 350001



**VIDI AMIGA 12.** The ultimate low cost colour digitiser for the Amiga. "The best value full colour digitiser on the market" AMIGA FORMAT.

**INDI PRICE £74.99** INDI 350002

**ROMBO VIDI AMIGA 24(RT).** For the more serious user, this 24 - bit version will again capture from from any video source with true photo realistic images! A staggering 16.7 million colours can be utilised with incredible results. Full AGA chipset support.

**INDI PRICE £219.99** INDI 350004



**ROCTEC ROCGEN PLUS.** As above but with extra features such as tinting and signal inversion. Allows for real time editing of graphics. Compatible with all Amigas.

INDI 350050

**INDI PRICE £129.99**

**ROCTEC ROCKEY.** The ultimate accessory for Amiga / Video fans. Separate RGB controls to chroma key on any colour.

**INDI PRICE£249.99** INDI 350051

**ROMBO VIDI AMIGA 12 (RT).** Based on the best selling Vidi Amiga 12. This all new version offers real time colour capture from any video source. Full AGA chipset support as standard for all A1200 / 4000 users.

**INDI PRICE £129.99** INDI 350003

## DELUXE PAINT IV AGA

Combines powerful tools with an intuitive interface so both professionals and beginners alike can get superb results quickly. New enhancements to the software include the ability to paint and animate in 4696 colours in the Amiga's HAM (Hold and Modify)mode. New animation features also include metamorphosis allowing you to change one image into another. You determine the number of frames and DPaint IV does the rest.

**INDI PRICE £63.99** INDI 350201

## ART DEPARTMENT PROFESSIONAL

The ultimate in image processing providing many key benefits to Amiga users working with pictures.With ADPro you can read, write and convert between most common image file formats with unmatched flexibility. Full support for JPEG image makes it possible to maintain an image library in full 24 - bit colour without needing massive hard drive storage. Typically a 600 Kb image can be compressed down to 40 Kb!!

**INDI PRICE £139.99** INDI 350202

## AMIGA PERIPHERALS



**2MB SMARTCARD.** The original and still the only fully PCMCIA compatible memory card for A600/ A1200.Comes with lifetime guarantee. Beware of cheap imitations.
**INDI PRICE £129.99**

**4MB SMARTCARD.** Same as above but maximum 4MB.
**INDI PRICE £199.99**

**ZAPPO 601**
Trapdoor upgrade for the A600, 1Mb with RTC **INDI PRICE £49.99**

**ZAPPO 601 INC** As above only 512K, no clock **INDI PRICE £29.99**




## DISK DRIVES




**ZAPPO EXTERNAL FLOPPY**
You've seen all the reviews on this popular and affordable second Amiga drive. Compatible with all Amigas.

INDI 350152

**INDI PRICE £59.99**

**Quality: 9 out of10. Exceptional value for money. AMIGA COMPUTING JAN 93**



## 1084S MONITOR.

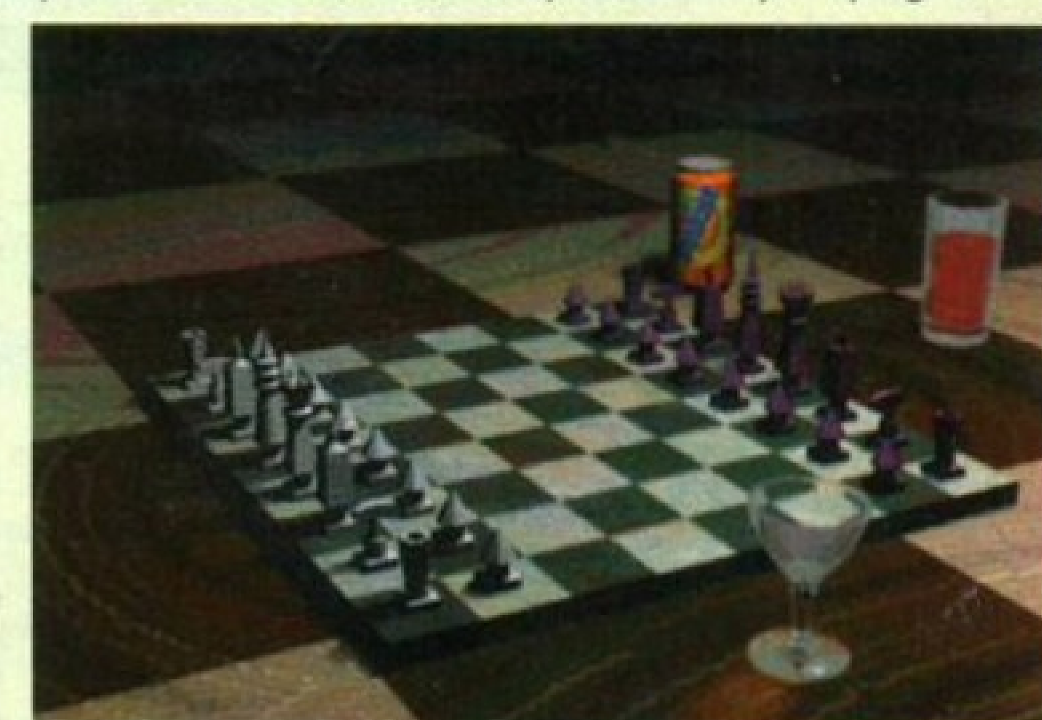
Commodores original and best selling colour stereo monitor.
DOES NOT INCLUDE STAND.

INDI 350014

**£189.99**
**(£179.99 if purchased with A600 / A1200 / A1500)**

## REAL 3D V2

Is a full featured 3D animation, modelling amd rendering program. With Real 3D V2 you can produce high quality images and animations of three dimensional models with an astonding level of realism. Imagine creating an animation that shows a handfull of balls bounce down a flight of stairs to the bottom. Gravity, colliision, deflection and the elasticity of the balls are all automatically calculated by the program!



**INDI PRICE£299.99** INDI 350203

## SCALA Multimedia 200 (MM200)

Is the ultimate on professional video titling. The eminent design of typefaces, the unlimited choice of typographical details, the high resolution and the more than 80 exciting wipes result in video captioning of exquisite quality. No wonder that Scala is used by leading television stations around the world.

INDI 350204

**INDI PRICE £139.99** also available

## SCALA HOME TITLER

**INDI PRICE £84.99** INDI 350205

## VIDEO DIRECTOR

With Video Director, anyone with an Amiga, a camcorder and a VCR can quickly and easily catalogue and edit the best moments from their video tapes. Video Director is extremely easy to use, you can actually control your camcorder and VCR from your Amiga screen . Video Director comes with everything you need to get started. The hardware to control your camcorder* and VCR is included

**INDI PRICE £119.99** INDI 350206

*Camcorder must have a LANC or Control L compatible port

**Professional software is imported and sometimes subject to delay. Confirm delivery at time of order.**

# OPAL VISION




## NEW FOR OCTOBER RELEASE!

The already acclaimed Opalvision Board takes three further leaps into the future with the official launch of the Opalvision modules. With truly awesome capabilities the Amiga can now become the most professional 24 - bit video graphics power station ever!

## The NEW OPAL VISION system(Rev.2)

NEW PRICE

The amazing Opalvision 24 - bit graphics board and software suite has been updated and is now even better value for money.

**The software suite now includes:**

**Opal Paint V2.0** - Now includes full magic wand implementation and Alpha Channel that allows photo compositing with selectable levels on a pixel by pixel basis.The new Chrominance effect allows absolute, real time control of image contrast, brilliance and re - mapping of colours.

**Opal AnimMATE V2.0** - ofering real time play back of animations created by ray tracers, landscape generators, morphers and all other 24 - Bit software.

**Opal Hotkey V2.0** - Display OpalVision graphics anytime with key combinations.

**Opal Presents** - Comprehensive, icon - driven presentation package

**Imagine V2.0** Imagine 3D is the most popular 3D rendering software, that now supports OpalVision.This is a full version that would cost £300 if purchaed separately.

*"Quite simply, it's a spectacular product - Amiga Computing*

*"Undoubtedly the finest, most professional paint program to arrive on the Amiga" - Amiga Format*

*"Professional quality at this Price can't be turned away"* - Amiga User International

*"The verdict was unanimous - brilliant" - Amiga Shoppe*

INDI 350250 **£499.99**

**PACK INCLUDES IMAGINE V2.0**

**TEL: 0543 419 999 FAX: 0543 418 079**

**TERMS AVAILABLE OVER 6, 12, 24, & 36 MONTHS SUBJECT TO STATUS.**

**WHY NOT RING FOR A QUOTE. SAMEDAY RESPONSE. (SEE EXAMPLE)**

# Panasonic *Quiet* Colour Printing




We researched the colour printer market at great depth to find a colour printer good enough to cope with Amiga's powerful output, yet at an affordable price.

We found the perfect printer in the KX - P2180 and KX - P2123 quiet printers.

We then considered that if you were going to buy a Panasonic printer you would probably need a quality word processing package to use with it. We found that too, with 'Wordworth' yet at a retail price of £129.99 we thought that might be a little too expensive on top of your printer purchase! So together with Panasonic we decided to give a copy of 'Wordworth' free with every Panasonic printer. How's that for added value?

## Panasonic KX - P2180




***WORDWORTH AGA COMPLETELY FREE!**

**WITH PANASONIC QUIET PRINTERS.** The writers choice. The ultimate word processor for AMIGA computers. Wordworth is undoubtedly the ultimate word / document processor for the full range of AMIGA computers. The graphical nature of WORDWORTH makes producing documents faster and easier, with the enhanced printing fonts (including full Panasonic KX - P2180 and KX - P2123 colour printing support), Collins spell checker and thesaurus, no other word processor comes close. "Without doubt this is one of the best document processors for the AMIGA, Today" (Amiga Format)

**NORMAL RRP £129.99 inc. VAT**

**INDI** 320000

**£169.99**

The new Panasonic KX - P2180 9 -pin quiet printer. Produces crisp clear text in mono or in 7 glorious colours with new quiet technology. THe new KX - P2180 is typically 15dBa quieter in operation, than the competition.

* **Fast Printing** Speeds 192 CPS NLQ
* **Colour Printing** 7 colour palette (blue, red, green, yellow, violet, magenta,black)
* **Quiet printing** Super quiet 45 - 48 dBa sound level (most matrix printers are typically in excess of 60 dBa)
* **6 Resident Fonts** Over 6,100 type styles using Courier Prestige, Bold PS, Roman, Script and Sans Serif Fonts.
* **3 Paper Paths** Paper handling from bottom, top and rear for total flexibility
* **1 Year Warranty** for total peace of mind

## Panasonic KX - P2123




**INDI** 320001

**£219.99**

The new high performance Panasonic KX - P2123 24 pin. Quiet colour printer offers leading edge quiet printing technology at an affordable price

* **Fast Printing Speeds** 192 CPS draft, 64 CPS LQ and 32 SLQ.
* **Colour Printing** 7 colour palette (blue, red, green, yellow, violet, magenta, black)
* **Quiet Printing** Super quiet 43.5 - 46 dBa sound level (most matrix printers are typically in excess of 60 dBa)
* **7 Resident Fonts** Over152,000 type styles using Super LQ, Courier Prestige, Bold PS, Roman, Script, and Sans Serif Fonts.
* **24PIN Diamond** Printhead High performance and high quality output
* **1 Year Warranty** for total peace of mind.

# Panasonic LASER PRINTER

## KX - P4410 LASER PRINTER






WORDWORTH AGA COMPLETELY FREE WITH PANASONIC LASER PRINTERS. The writers choice. The ultimate word processor for AMIGA computers NORMAL RRP £129.99 inc VAT

## KX - P4430 LASER PRINTER



Once again INDI have joined together with Panasonic to offer all Amiga owners the most outstanding Laser Printer offer ever. We are now able to offer high quality, professional laser printing at affordable prices. We are also giving away a copy of Wordworth with every Panasonic Laser Printer purchased (RRP £129.99). Whether you are looking for a laser printer to handle word processing, DTP, presentation or complex graphic applications - the Panasonic range offers you the power to meet your requirements.

### KXP - 4410

* 5 pages per minute
* 28 resident fonts
* Optional 2nd input bin(total printer capacity 2 x 200 sheets)
* Low running costs
* Parallel interface
* Optional memory expansion to 4.5 Mb (0.5 as standard)
* HP laserjet II Emulation

**INDI** 320002

**£549.99** inc. VAT

Imminent price increase. This price while stocks last.

**WORDWORTH AGA COMPLETELY FREE WITH LASER PRINTERS**




### KXP - 4430

* Satinprint (optimum resolution technology)*
* 5 Pages per minute
* HP Laserjet III Emulation, PCL 5
* 8 Scalable fonts & 28 bitmap functions
* Optional 2nd input bin (total printer capacity 2 x 200 sheets
* Optional memory expansion to 5.0 Mb (1 Mb as standard)

**INDI** 320003

**£699.99** inc. VAT

Imminent price increase. This price while stocks last.

*(Satinprinters use optimum resolution technology to produce truly outstanding print quality. This software technique smooths away traditional jagged edges on curved characters and lines by varying the printed dot size

**WORDWORTH AGA COMPLETELY FREE WITH LASER PRINTERS**

# Panasonic PRINTER ACCESSORIES




**1) PANASONIC AUTOMATIC SHEET FEEDER**
Automatic sheet feeder for KXP 2180/ KXP 2123 holds 80 A4 sheets. **INDI PRICE £89.99**

**2) PRINT DUST COVER**
Specially tailored quality dust cover for Panasonic KXP 2180/ KXP 2123 printer. **INDI PRICE £8.99**

**3) PRINTER STAND**
2 piece printer stand. **INDI PRICE £9.99**

**4) PAPER PACK**
500 sheets quality A4 paper. **INDI PRICE £9.99**

**5) CONTINUOUS PAPER**
2000 sheets 1 part listing paper. **INDI PRICE £19.99**

**6) PARALLEL PRINTER CABLE**
To be used when connecting Amiga to Panasonic printers. **INDI PRICE £8.99** (£5.99 if purchased with a printer)

**7) PANASONIC COLOUR RIBBON**
Colour ribbon for KXP 2180/ KXP 2123. **INDI PRICE£18.99**

**8) PANASONIC BLACK RIBBON**
Black ribbon for KXP 2180/ KXP 2123. **INDI PRICE £9.99**

## SAVE ££££S ON THE FOLLOWING ACCESSORY PACKS

**PACK 1**
**PANASONIC COLOUR RIBBON PACK**
Contains 6 colour ribbons for the KXP 2123 RRP £119.99.
**INDI PRICE £89.99** SAVE £30!!!

**PACK 2**
**PANASONIC RIBBON PACK**
Contains 2 black and 4 colour ribbons for KXP 2180/ KXP 2123.RRP £99.99.
**INDI PRICE£69.99** SAVE £30!!!

**PACK 3**
**PANASONIC DELUXE ACCESSORY PACK**
Contains automatic sheet feeder, 2 black ribbons, 2 colour ribbons, 1 dust cover, 2 piece printer stand. RRP £169.99 **INDI PRICE £139.99** SAVE £30

Add £2.50 carriage to all printer accessories or combinations thereof

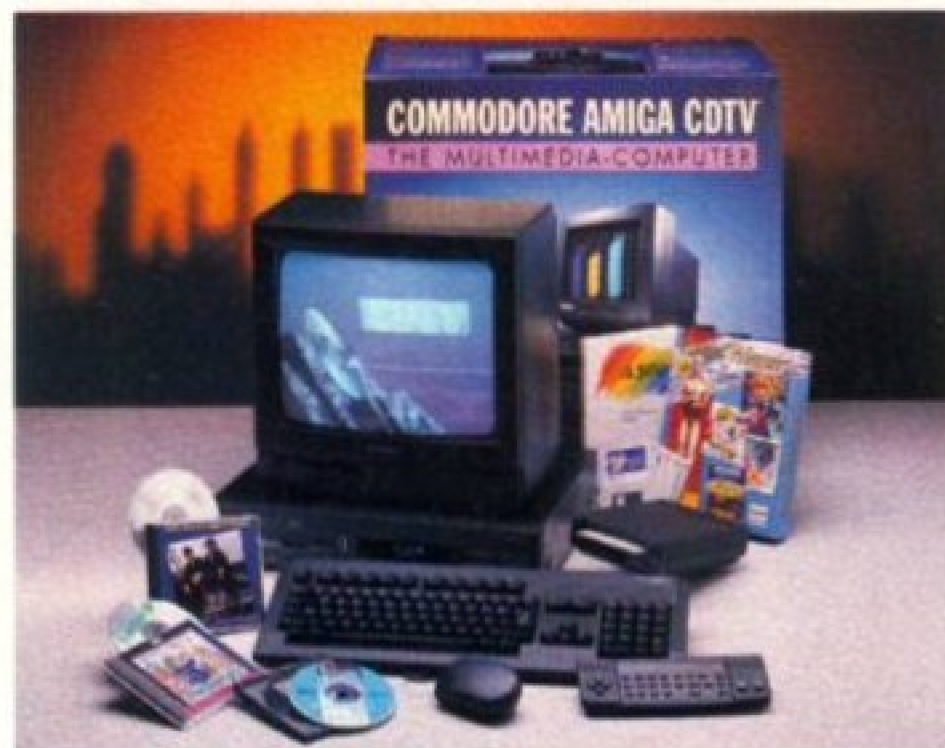
**TEL: 0543 419 999 FAX: 0543 418 079**

## LOW INTEREST CREDIT ON ALL ORDERS OVER £200
### (PLEASE CALL FOR A QUOTATION, SUBJECT TO STATUS)




# AMIGA CDTV — THE MULTIMEDIA COMPUTER TOTAL HOME ENTERTAINMENT SYSTEM

**PRICE CRASH!!!**




### PACK CONTENTS AS STANDARD

- Amiga CDTV Player
- CDTV Keyboard
- CDTV 1411 3.5" Disk Drive
- CDTV Infra Red Remote Controller
- CDTV Wired mouse
- CDTV Welcome Disk
- Manuals
- Fred Fish CDTV Disk

INDI 30 0011

PACK AS SHOWN **£229.99**

### AMIGA CDTV EXTERNAL HARD DISK DRIVE

You've got the CDTV, you've got the keyboard and the floppy disk drive - for a total computer solution all that's needed is an ultra fast hard disk drive.
The CDTV - HD unit boasts a massive **60 Mb of hard disk** storage with lightning fast access times through its SCSI interface. The unit comes complete with Workbench 1.3 and all necessary cables.

INDI 350300

**£219.99**

### BLACK 1084S MONITOR

At last the CDTV Monitor you have been waiting for. The original and best selling colour/ stereo monitor from Commodore is now available in black to complement your CDTV.

INDI 30010

**INDI PRICE £189.99**
(£179.99 when purchased with CDTV Multi Media pack)

If you are thinking of buying CDTV or already own one you'll be pleased to know that INDI stock all CDTV accessories and software that are available from manufactures. We believe in CDTV and we therefore continue to support this exciting product. You will always have a source of product for your CDTV from INDI.

**L to R**

| | |
|---|---|
| CDTV Encore SCSI Controller + Internal Mount | £59.99 |
| CDTV Internal Genlock | £ 99.99 |
| Black 1084S Colour Stereo Monitor | £189.99 |
| (When purchased with CDTV Multi - Media Pack) | £179.99 |
| CDTV Remote Mouse | £39.99 |
| Scart TV / Monitor Lead (inc Stereo Phono Lead) | £14.99 |
| Megachip - 1Mb Upgrade Chip RAM Upgrade for CDTV | £152.99 |
| CDTV Trackball | £69.99 |

# AMIGA CDTV SOFTWARE

### ARTS AND LEISURE

| | |
|---|---|
| Advanced Military Systems | £29.99 |
| Women in Motion | £29.99 |
| Guinness Disc of Records | £34.99 |
| Animals in Motion | £29.99 |
| Connoisseur Fine Arts | £34.99 |
| Fruits & Vegetables | £34.99 |
| Trees & Shrubs | £34.99 |
| Indoor Plants | £34.99 |

### EDUCATION

| | |
|---|---|
| Fun School - Under 5's | £24.99 |
| A long Hard Day at the Ranch | £34.99 |
| A Bun for Barney | £29.99 |
| Cinderella | £39.99 |
| Fun School for 5 to 7 | £24.99 |
| Fun School for Over 7's | £24.99 |
| Heather Hits her First Home Run | £34.99 |
| LTV - English as a 2nd Language | £34.99 |
| Mind Run | £29.99 |
| Mud Puddle | £34.99 |
| My Paint | £29.99 |
| Paper Bag Princess | £34.99 |
| Scary Poems for Rotten Kids | £39.99 |
| Tale of Benjamin Bunny | £39.99 |
| Tale of Peter Rabbit | £39.99 |
| Thomas 's Snowsuit | £34.99 |
| Moving Gives me Stomach Ache | £34.99 |
| Barney Bear Goes Camping | £29.99 |
| Asterix French for English 1 | £34.99 |
| Japan World (PAL) | £49.99 |
| Fractal Universe | £34.99 |
| Read with Asterix | £19.99 |

### ENTERTAINMENT

| | |
|---|---|
| Battlechess | £39.99 |
| All Dogs Go To Heaven:Electric Crayon | £34.99 |
| Classic Board Games | £34.99 |
| Dinosaurs for Hire | £14.99 |
| Hounds of the Baskevilles | £29.99 |
| Psycho Killer | £29.99 |
| Sim City | £29.99 |
| Trivial Pursuit (PAL) | £49.99 |
| Wrath of the Demon | £29.99 |
| Raffles | £34.99 |
| Prehistorik | £34.99 |
| Snoopy | £34.99 |
| Town with No Name | £29.99 |
| European Space Simulator | £34.99 |
| Global Chaos | £29.99 |
| Turrican II | £29.99 |
| Guy Spy | £29.99 |
| Curse of Ra | £24.99 |
| Space Wars | £29.99 |
| Defender of the Crown | £29.99 |
| Case of the Cautious Condor | £34.99 |
| Tiebrake Tennis | £19.99 |

### MUSIC

| | |
|---|---|
| Karaoke Hits 1 | £14.99 |
| Music Maker | £34.99 |
| Remix | £29.99 |
| Voicemaster + Microphone | £39.99 |
| Blues Brothers (Audio CD only) | £10.99 |
| Music Colour | £39.99 |

### REFERENCE

| | |
|---|---|
| American Heritage Dictionary | £49.99 |
| Complete Works of Shakespeare | £29.99 |
| Illustrated Holy Bible | £29.99 |
| New Basic Electronic Cookbook | £39.99 |
| Timetable of Business | £39.99 |
| Dr Wellman | £54.99 |

# AMIGA ACCESSORIES — PRICE CRASH!!!



### AMIGA 1500

~~RRP £599.99~~

**FEATURES INCLUDE:**
- 1Mb expanbable using A2058 RAM board.
- Includes 2 X 3.5" disk as standard with 5.25 " Disk Bay.
- Integral memory card and card expansion capabilities (most cost effective expansion route)
- Workbench 2.00 and kickstart 2.04

INDI 300012

**CONTENTS:**
- Keyboard, mouse, reference manual, Puzznic, Toki, Elf (Games), D Paint III, Home Accounts, The Works(Platinum edition: Wordpro, Spreadsheet, Database) Joystick.

**MONITOR AND PRINTER NOT INCLUDED**

**NOW £249.99**

### A2286 AT EMULATOR

The A2286 AT emulator kit offers IBM AT compatibility on the Amiga 2000 and 3000 systems, running at 10Mhz with 1Mb RAM and CGA graphics. The A2286 emulator also includes a 5.25"1.2Mb floppy drive and MS DOS operating software.

**INDI PRICE £159.99**




### Commodore MPS 1230 Printer

A high quality 9 - pin printerwith paper and tractor feed and is fully compatible with Epsom FX80 and IBM Industry standards. High speed 120 CPS draft mode and an NLQ mode of 24 CPS.

**Indi Added Value Free**
**D - Print** - Design greetings cards, letters and posters.
**Amiga Logo** - Educational and programming language.

**NOW £99.99**

INDI 300015

### A2088 XT EMULATOR KIT

The A2088 XT emulator kit offers IBM compatibilityon the Amiga 2000 and 3000 systems, running at 4. 77Mhz with 512Kb RAM and CGA graphics. The A2088 emulator also includes a 5.25" 360K floppy drive and MS DOS operating software.

**INDI PRICE £79.99**

### A2091 CONTROLLER CARD

The 2091A is an autobooting SCSI controller card with the facility to mount the SCSI Hard Drive directly onto the controller card. The 2091A also has the facility to take upto 2Mb RAM (1/2 Mb steps). The A2091A controller is zorro II compatible and is therefore suitable for the Amiga 2000 although it does offer an ideal solution for the Amiga 4000/030, where leading edge performance is not require. The A2091A is still the most reliable Amiga SCSI card available and with the supplied software is the easiest way to install.

**INDI PRICE £79.99**

### A2630-2Mb ACCELERATOR BOARD

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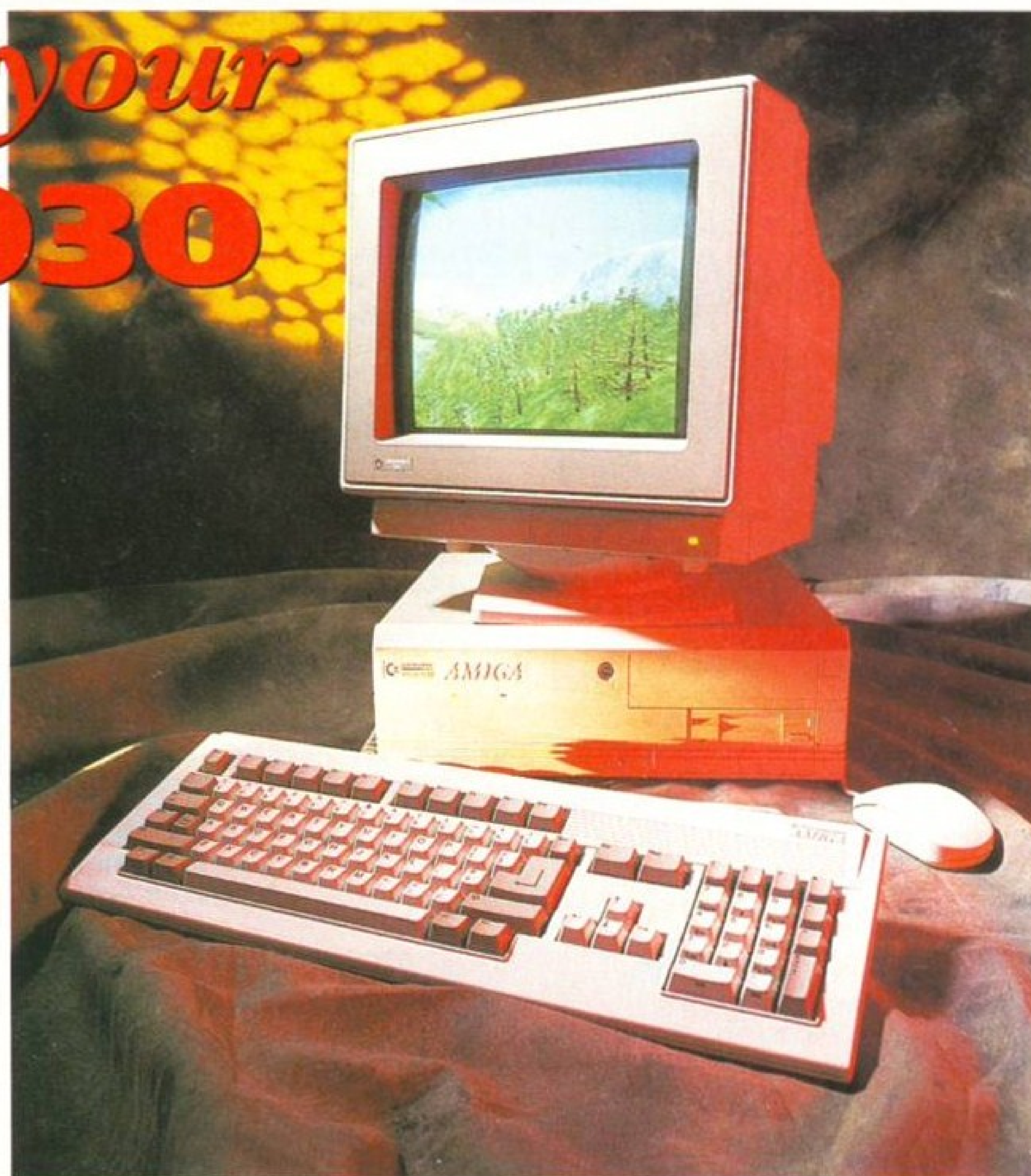
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# Expanding your A4000/030

**The A4000/030 is a powerful machine, and is now widely recognised as the entry level professional Amiga. Richard Baguley looks at the various ways of expanding this machine's already considerable capabilities.**




The A4000 is a powerful machine, but if you're planning to run power-intensive programs on your machine you should always be prepared to upgrade.

**WILLIAM BLAKE ONCE** said: "The palace of wisdom lies on the road of excess." However, he wasn't trying to build a ray-traced Angel in 2Mb of memory or produce a *VistaPro* animation of Hell with only 20Mb of disk space. With an Amiga, you can never have too much.

**If you want** to use your A4000/030 for some serious work, one of the first things that you will have to do is to think about expanding it. Although 2 or 4Mb of memory and 80Mb of disk space may sound like a lot, once you start loading in your programs and generating your 24-bit IFF files, it will soon get eaten up. Programs like *Imagine 2* on this month's Coverdisk are especially greedy for memory – as programs get more complex, so they need more memory.

The A4000 uses SIMMs (Single In-line Memory Modules), which are located in five sockets on the front left side of the motherboard. The first slot (located closest to the centre of the board) is for the Chip RAM, and the remaining four are for Fast Memory. This gives you a maximum of 18Mb of memory (2Mb Chip, 16Mb Fast).

If you want to expand further, you will need to use a Zorro card with space for more memory. SIMMs are an industry standard, therefore getting hold of them shouldn't be a problem. However, you should ensure that you obtain the right type of SIMM, which is the 72-pin, 32-bit variety. Although most SIMMs will fit into the slot, some double-sided models will not fit, so you must ensure that the ones you are purchasing have been tested in an A4000. The more common 8-bit SIMMs used on PCs won't work in an A4000, so don't buy these.

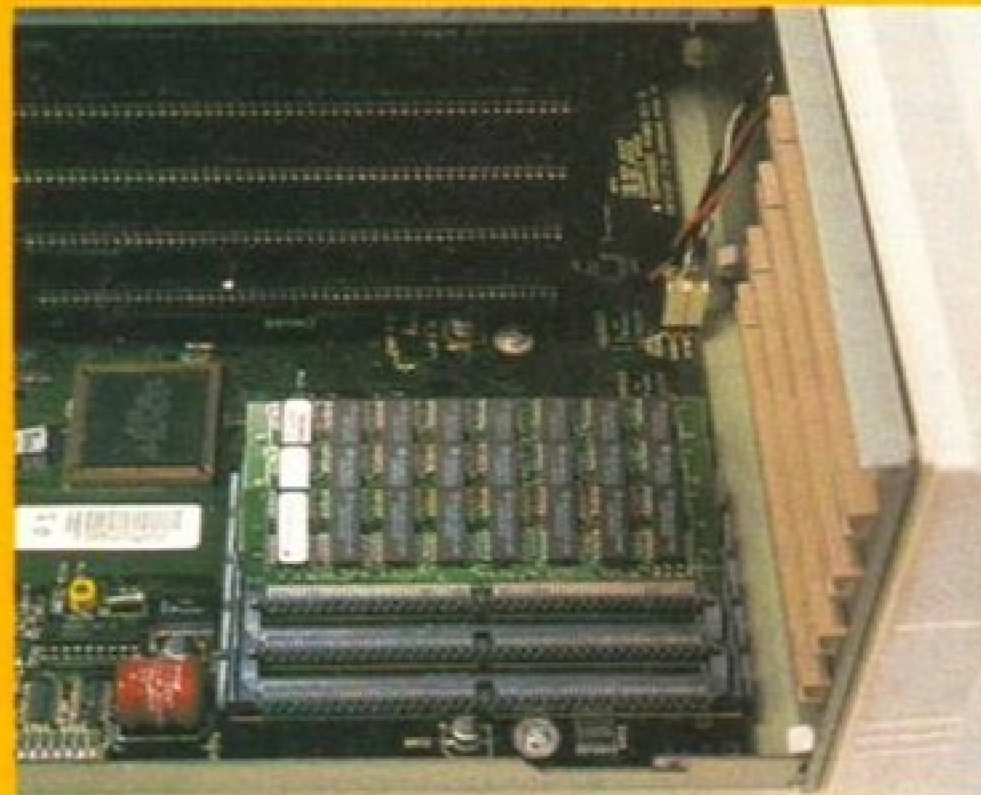
You should also ensure that the memory is the right speed so that when the CPU asks for the contents of a memory location, the chips can present it within the required time. The SIMMs should have a speed of at least 80 nanoseconds. Faster SIMMs can be used, but you won't see any great performance increase.

Commodore have recently started selling A4000s with only 1Mb of Chip RAM

## FITTING SIMMS TO YOUR A4000 IS A SIMPLE PROCEDURE, AS THE FOLLOWING



**1** The two screws which hold the top cover are located at the top left and right corners at the rear of the A4000. Unscrew these, and lift off the cover. Don't remove any other screws, as these all hold other bits of the computer together.



**2** The RAM chips on the A4000 are located on the front lefthand side of the motherboard, if you are looking from the front of the case. The Chip RAM is located in the socket closest to the Zorro sockets.



**3** To remove a SIMM, gently push the two plastic clips on the side outwards, and pull the SIMM forwards. Then once it is clear of the two side clips, pull it upwards, and clear of the socket.

# HOW TO FIT A ZORRO CARD

**Most peripherals designed for use with the big box Amigas fit into one of the Zorro slots located inside the case. Fitting one of these cards is a simple procedure, which we describe below.**

**The first thing to do is to decide which slot the card is going to fit into. If you're fitting a video card such as the OpalVision or Video Toaster, you'll need to fit it into the video slot, which is the bottom one. Other cards should fit into any other slot, but you should check a few things before fitting.**

**If you already have any cards fitted, check that the new card won't touch any others. Some cards have bits which stick out and could cause a short circuit if they touch other cards. You should also make sure that all the cards have enough space for some ventilation, as cards can often get very hot after a few hours use. Once you've picked a slot, take off the cover and follow the instructions below...**



**First remove the cover from your Amiga and decide which slot you what to fit your card into. Then remove the screw holding it on to the blanking plate.**

**Do not lose the screw – you may need it later. Put both the screw and the plate in a safe place, as you may need the plate if you ever decide to remove the card.**



**Fit the Zorro card by pushing it gently, but firmly, into the slot, lining up the board with the plastic guides and pushing the edge into the connectors. If it's the first time a card has been fitted, a fair degree of force may be required, but be careful not to bend the card. Once the card is in the slot, fix it in with the screw previously used with the blanking plate. Finally, replace the cover and test the card with the software which accompanied it.**

## STATIC STRIFE

**Static electricity can kill silicon chips. Just by walking across a room you can easily generate several thousand volts of static electricity, which will quickly disperse through the nearest convenient conductive object. If you're unlucky, this could be your precious Amiga. And while it's passing through your favourite computer, it could be frying your FPU or mashing your memory chips.**

**As you can see from the photos left and below, we've used an anti-static wrist strap while carrying out the operations described. We strongly recommend that you invest in one – they are available at good electronics shops, or from any electrical components mail order catalogue. Connect one end to your wrist and the other to something large and metal, such as a radiator or filing cabinet. This will ensure that any static charge lingering in your body will be quickly dispelled.**

**If you haven't got an anti-static strip, there are several simple precautions which can help reduce the risk. Before touching any sensitive parts of your Amiga, touch a nearby radiator or other large metal object, which should dispel any lingering charge. Don't forget to also ensure that your Amiga is unplugged before you open it, and that you don't eat or drink near your computer. Few things can do a computer more harm than a cup of coffee!**

fitted, due to the rising price of memory. If you have one of these, your first step should be to upgrade your Amiga to 2Mb of Chip RAM, to get the maximum power out of your machine. This can be done by removing the 1Mb SIMM fitted in the factory, and replacing it with a 2Mb one. This is all that you need to do, and you can re-use the 1Mb SIMM to give you a total of 4Mb of memory (2Mb Chip, 2Mb Fast).

The next step is you should take is to look into adding some extra Fast RAM to your machine. This is where the fun starts. The Fast RAM sockets on the A4000 can only cope with 1Mb or 4Mb SIMMs, and you can't mix the two types. Therefore, if you expand your machine to 4Mb of fast RAM using 1Mb SIMMs, you won't be able to expand it any further unless you remove all of your SIMMs and replace them with 4Mb models.

What this actually means is that you have to decide how far you are likely to want to expand your machine in the future. Obviously that will depend on the type of work you will be doing, just don't limit yourself too much – most people end up needing more than they think at first. If you aren't going to want to go beyond a total of 6Mb, you should get hold of some 1Mb SIMMs and use these. If you're likely to want to expand beyond 6Mb, or think you may at some point in the future, you should use 4Mb SIMMs.

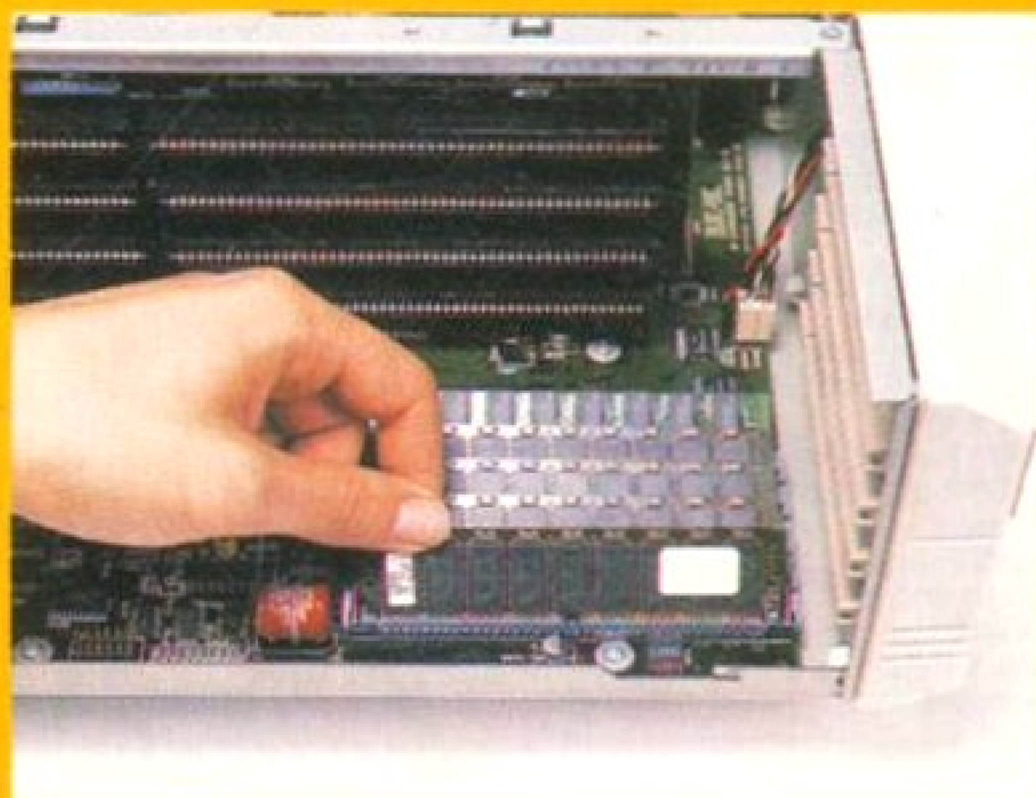
A single 4Mb SIMM is more expensive than four 1Mb SIMMs, but it does mean that you can add more memory at a later date. Unfortunately, it also means that you will have a couple of spare SIMMs floating around, since you won't be able to use both the 1Mb and the 4Mb SIMMs at the same time. If you know anybody else who has an A4000, you may be able to sell these to them, as long as they don't mind being limited to 6Mb.

**Quoting specific prices** for SIMMs has been deliberately avoided in this article because they are currently extremely unstable. A 'trade disagreement' between Japan and the US has lead to a price rise, and many companies are having difficulties getting hold of stocks of many types of SIMMs, including those used in the A4000.

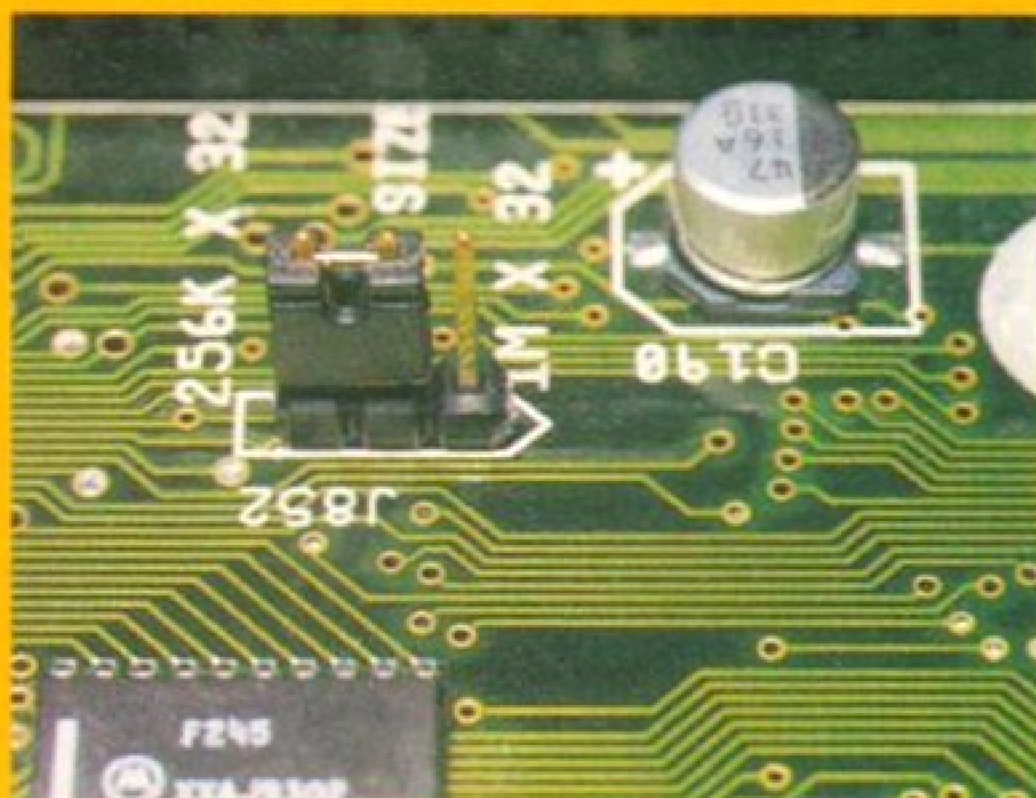
Hopefully, these problems will soon be sorted out and the price of memory will start to fall, as more chips become available. In the meantime, shopping around is a good idea, as long as you know exactly what you're looking for.

Next month, we will be examining how easy it is to expand an A1500 or A2000 to build a powerful graphics workstation, and how a machine expanded in this way rates against a new A4000.

## STEP-BY-STEP GUIDE ILLUSTRATES...



**4 To fit a SIMM, push the SIMM down vertically into the socket. When it's located in the slot, push it backwards until the two plastic clips on the side hold it firmly in the socket.**




**5 This jumper determines which size of SIMMs are fitted to your machine. With 1Mb SIMMs, the jumper should be over the two lefthand pins. With 4Mb SIMMs, move the jumper over the two righthand pins. Then replace the cover and run a program such as *AIBB* to test the RAM.**

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| Quarterback 5 H/D Backup | 47.99 |
| Quarterback Tools Deluxe | 89.99 |
| Icon Paint | 7.99 |

## HARDWARE

| | |
|---|---|
| A500 Plus Cartoon Classics | 189 |
| A600 Basic Pack | 179 |
| A600 Wild Weird & Wicked | 199 |
| A600HD 20Mb Epic Pack | 269 |
| A600HD 40Mb Epic Pack | 299 |
| A1200 | 279 |
| A4000/030(120MB) | ring |
| GVP A500 42Mb+8Mb(0k) | 199 |
| GVP A500 80Mb+8Mb(0k) | 299 |
| GVP A500 120Mb+8Mb(0k) | 399 |
| GVP SCSI Control+8Mb(0k) | 119 |
| GVP SCSI 80Mb+8Mb(0k) | 299 |
| GVP SCSI 120Mb+8Mb(0k) | 399 |
| 120Mb for A600/A1200 | 199 |
| Cumana 3,5" External Drive | 55 |
| Zappo 3.5" External Drive | 55 |
| Zydec 3.5" External Drive | 53 |
| A500 3.5" Internal Drive | 49 |

## AMIGA A1200

**Race'n'Chase**
**Nigel Mansell Grand Prix**
**Trolls and DPaint 3**
**£289.99**

| | |
|---|---|
| A600 512k Upgrade | 15 |
| A600 1Mb Upgrade | 38 |
| A500 Plus 1Mb upgrade | 35 |
| A500 512k Ram (no clock) | 20 |
| A500 512k Ram + clock | 25 |
| 1.5 Mb Ram Expansion | 79 |
| A500RX 8Mb RAM (2Mb) | 129 |
| A500RX 8Mb RAM (4Mb) | 219 |
| A500RX 8Mb RAM (8Mb) | 339 |
| 1 Mbyte Simms | 42 |
| AT-Once PC 286 Emulator | 189 |
| Rombo Vidi 12 Pack | 89 |
| Sharp JX100 A6 Col. Scanner | 399 |
| Zydec Hand Scanner | 99 |
| Power Scanner | 99 |
| Genitizer Graphics Tablet | 129 |
| Zydec Mouse(Microswitched) | 12 |
| Itsa Mouse (Microswitched) | 12 |
| Mouse Mat | 3 |
| 50 Blank Disks | 25 |
| MONITORS | |
| Philips 8833-II (UK Model) | 189 |
| Commodore 1084/1085s | 189 |
| Commodore 1940 Multisync | 289 |
| Commodore 1942 Multisync | 379 |
| PRINTERS | |
| (Inc. lead+Amiga Printer Driver) | |
| Star LC100 Colour | 169 |
| Star LC200 Colour | 199 |
| Star LC24-200 Colour | 269 |
| Starjet (Bubblejet) | 219 |
| Starscript Postscript Laser | 1099 |
| Citizen Swift 90 Colour | 179 |
| Citizen Swift 240 Colour | 279 |
| Citizen Swift 200 Colour | 229 |
| Canon Bubblejet Portable | 219 |
| HP Deskjet 550C Colour | 579 |
| HP Deskjet500C | 319 |
| HP Deskjet510 Mono | 279 |

## A1200 AGA SOFTWARE

| | |
|---|---|
| Civilisation | £26.99 |
| Robocod | £16.99 |
| Nigel Mansell | £14.99 |
| Trolls | £14.99 |
| Sim Life | £22.99 |
| Open Golf | £16.99 |
| Zool | £16.99 |
| Air Bucks 1.2 | £22.99 |
| Jurassic Park | £17.99 |
| Alfred Chicken | £16.99 |
| Overkill | £13.99 |
| Kings Quest 6 | £Ring |

VISA, MASTERCARD, EUROCARD and P.ORDERS are despatched same day! Please allow 4 working days for cheques to clear. CHEQUES/P.ORDERS payable to POST HASTE, 11a, Burgate Lane, Canterbury, Kent.CT1 2HH Overseas Orders add £2.00 postage for Software. Hardware overseas postage charged at cost. Prices are subject to alteration.

### DECEMBER ORDER FORM

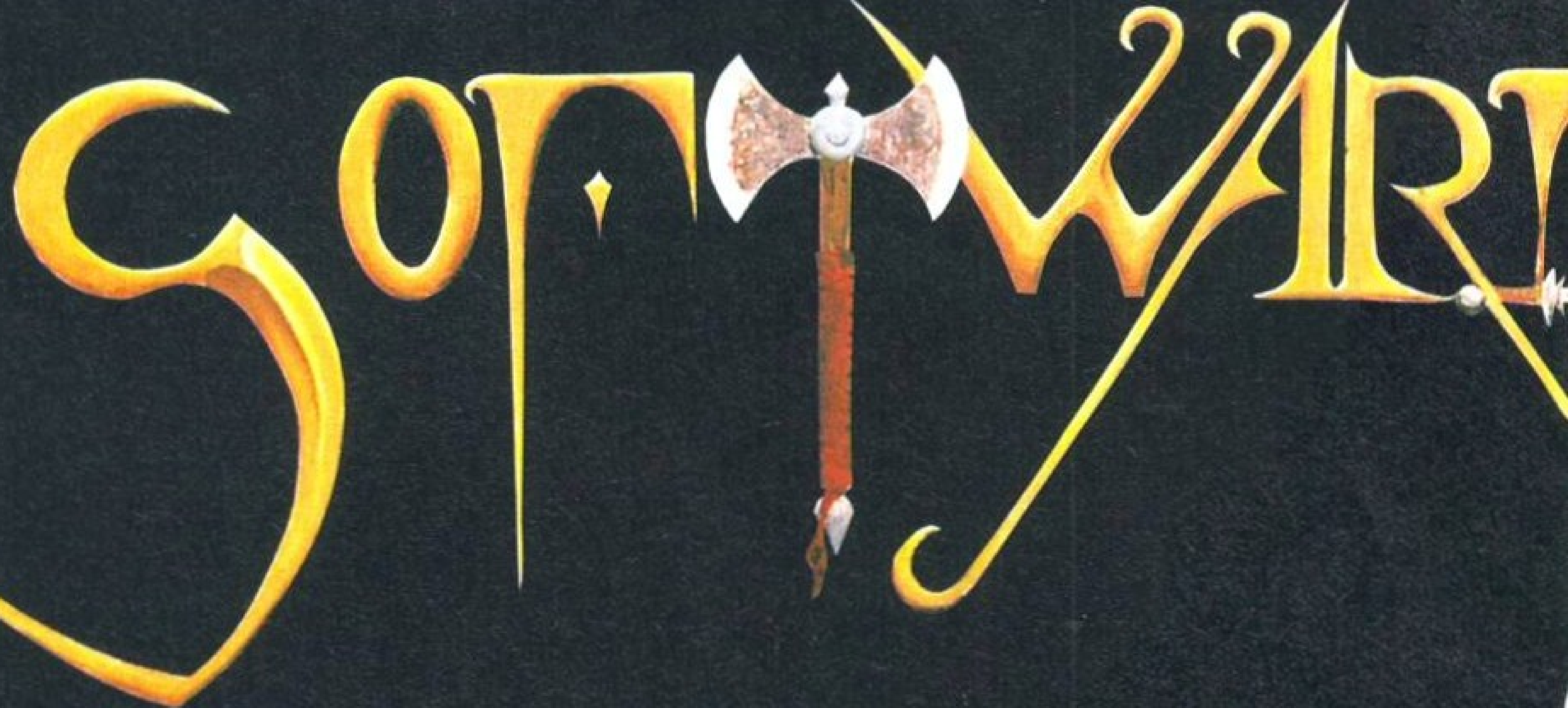
Name__________
Address__________

Tel.No.
Cheque/Credit No.
Expiry Date. Description of
Customer Ref.No. Machine
Titles

You name it!...We do it!... Just phone and we'll quote!
WE STOCK ATARI ST S/W
WE STOCK IBM/PC S/W
WE STOCK SNES CARTS.
WE STOCK SEGA CARTS.
WE STOCK LYNX CARTS.
WE STOCK C64 CARTS.
WE STOCK CD32
MAIL & TELEPHONE ORDERS ONLY!.......

NO PERSONAL CALLERS!





SOFTWARE DEMON LTD

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## HOW TO ORDER

### BY PHONE

To order by phone you'll need your credit card number and expiry date. Please be sure to quote the correct card address so as to avoid delays.

### BY POST

When ordering by post please include a full description of the goods and the price. It is a good idea to phone before ordering so as to avoid disappointment. Please make all cheques and postal orders payable to SOFTWARE DEMON LTD. and allow 5 working days for cheques to clear.

### OR VISIT OUR SHOP

If you are in the area or live locally please don't hesitate to visit our shop. Our friendly staff are available for advice and are willing to demon-strate any of our stock to give you a better idea of what you want. Our shop also carries the full range of latest entertainment software and has a games zone where you can park the kids or play the latest games.

*Please note that in our effort to bring you the best value available our prices are subject to change without notice. This does not necessarily mean that the prices will go up.*

## DELIVERY

All purchases are made up to order and then dispatched. All customer modifications generally take 3-4 days to fit. The goods are then dispatched via our courier service on a 24 hour delivery schedule. If no-one is available to receive the goods then the courier will leave a card explaining how to arrange a delivery to suit you. Saturday delivery can be arranged at a small surcharge.

| | |
|---|---|
| DELIVERY | £10 |
| PICKUP & FIT SERVICE | £29 |

# COMPUTERS AND HARD DRIVES

## AMIGA A4000/040

The flagship of the Commodore Amiga range. Based around the 68040 processor. Comes with Hard Drive, 2+4 RAM and WB3.

| | |
|---|---|
| 85Mb version | £1899 |
| 120Mb version | £1919 |
| 170Mb version | £1939 |
| 250Mb version | £1979 |
| 340Mb version | £2069 |
| 426Mb version | £2149 |

## AMIGA A4000/030

The same specifications as it's big brother but designed around the EC68030 processor. Comes with a Hard Drive, 1+1 RAM and WB3.

**FOR 2+2 ADD £69**

| | |
|---|---|
| 85Mb version | £939 |
| 120Mb version | £969 |
| 170Mb version | £1029 |
| 220Mb version | £1059 |
| 256Mb version | £1089 |
| 340Mb version | £1149 |
| 426Mb version | £1199 |

HAVE A SECONDARY HARD DRIVE FITTED AT THE SAME TIME AS PURCHASING YOUR A4000

| | |
|---|---|
| 85Mb | £129 |
| 120Mb | £149 |
| 170Mb | £189 |
| 212Mb | £229 |
| 250Mb | £249 |
| 330Mb | £229 |

## MONITORS FOR CD32

**Why tie-up your TV this Christmas? Buy a composite input monitor for sharper gameplay and graphics.**

**1084S MONITOR PHONE FOR LATEST PRICES AND AVAILABILITY**

## AMIGA A1200

DESKTOP DYNAMITE PACK

The A1200 sports many features of the A4000 series. Based around a 68020 processor, 2Mb of RAM and WB3 as standard. A full range of hard drives are also available. The desktop dynamite pack is supplied with a range of software written specifically for the AA chipset, including DPaint AGA and Wordworth AGA plus others with a total RRP of over £300

| | |
|---|---|
| Basic | £289 |
| 20Mb HD version | £369 |
| 40Mb HD version | £388 |
| 60Mb HD version | £445 |
| 85Mb HD version | £468 |
| 127Mb HD version | £494 |
| 170Mb HD version | £528 |
| 220Mb HD version | £548 |
| 256Mb HD version | £578 |

### IDE HARD DRIVE KITS

These drives can be fitted to the A1200 at any time by us or the end user. The kit comes complete with all software necessary to configure the drive.

| | |
|---|---|
| 40Mb | £139 |
| 85Mb | £179 |
| 120Mb | £279 |
| 209Mb | £399 |

### A1200 HARD DRIVES

These hard drives can be added to your existing system and are installed by our technicians to ensure the best fit. They come with a 1 year return to base warranty on the drive and the computer.

| | |
|---|---|
| 40Mb | £99 |
| 85Mb | £179 |
| 120Mb | £239 |
| 170Mb | £269 |
| 250Mb | £329 |
| 330Mb | £399 |
| 426Mb | £499 |

All hard drives fitted after time of purchase must add £29 fitting fee

# UPGRADES

## CD ROM DRIVE

The ultimate in data storage and high speed transfer rates for the A4000 series. These multisession CD ROM drives come complete with all the necessary mounting software, SCSI controller card and software to enable the use of CDTV discs.
Welcome to the future of home entertainment.

| | |
|---|---|
| **CD ROM DRIVE** | **£399** |

**PLEASE ADD £29 FOR 2 CDPD FRED FISH DISCS(OVER 1000Mb)**

### MATHS CO-PRO (PLCC)

| | |
|---|---|
| **25MHz 68882** | **£89** |
| **40MHz 68882** | **£129** |

### MEMORY

single sided SIMMS module for A4000

| | |
|---|---|
| **1Mb RAM** | **£39** |
| **4Mb RAM** | **£169** |

## ACCELERATORS

Our accelerators are produced for the A1200 by GVP, a watch word in quality and reliability. Both boards are user fittable via the trapdoor so as to maintain your warranty.

### GVP SCSI/RAM BOARD

This board has slots for up to 8Mb of RAM, a maths co-pro and has and includes an SCSI interface as standard.

| | |
|---|---|
| **0Mb/NO FPU** | **£179** |
| **4MB/33MHz FPU** | **£349** |
| **SCSI CABLE KIT** | **£44** |

### GVP A1230 BOARD

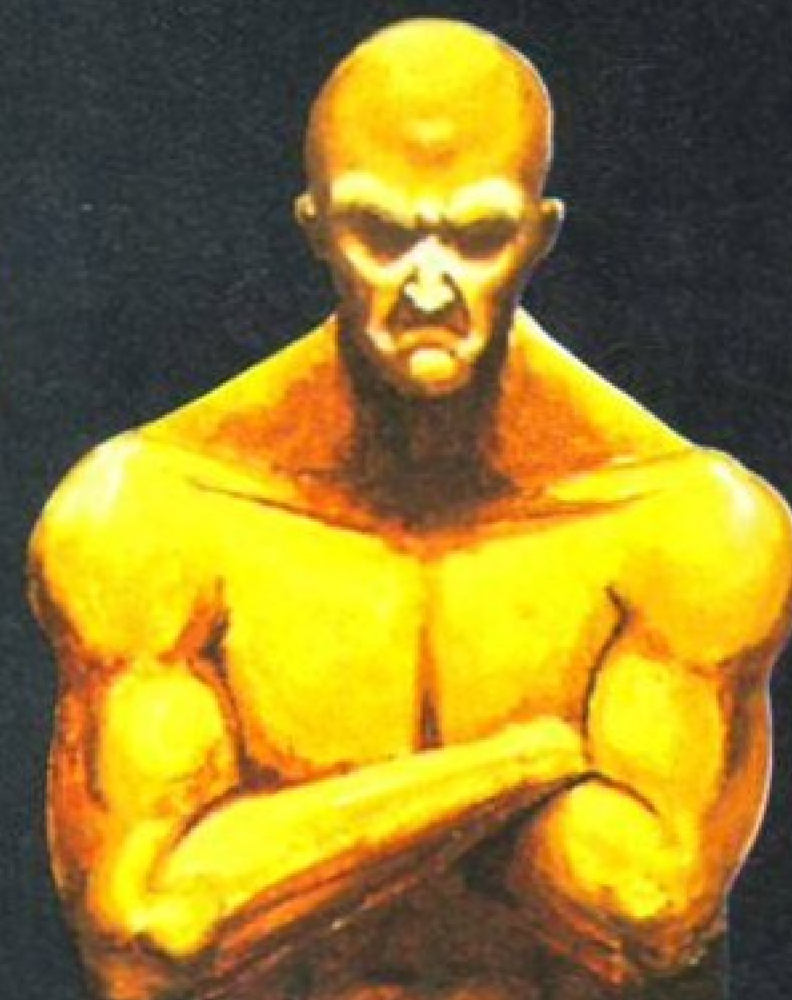
This board features a 68030 processor as standard and also has slots for up to 8Mb of RAM and maths co-pro.

| | |
|---|---|
| **0Mb/NO FPU** | **£269** |
| **4Mb/40MHZ FPU** | **£439** |

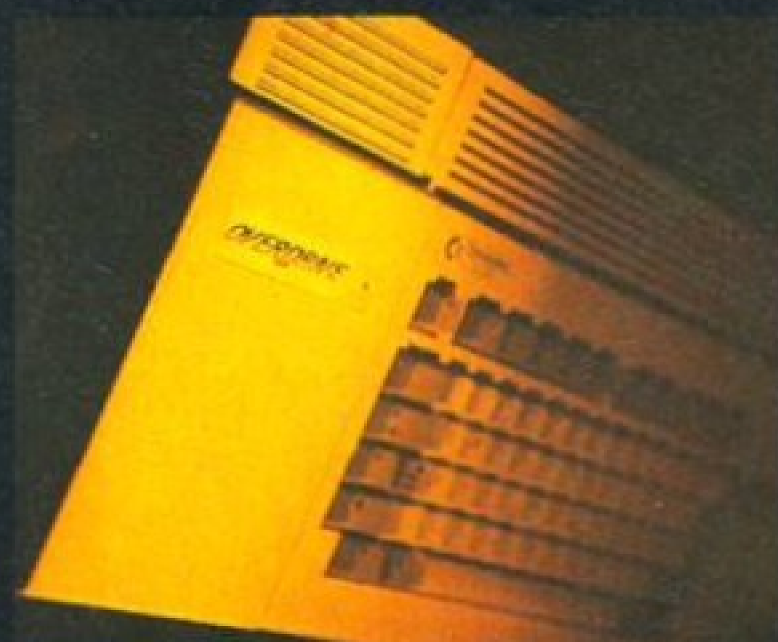
### GVP ACCESSORIES

| | |
|---|---|
| **33MHz 68882 FPU** | **£79** |
| **40MHz 68882 FPU** | **£129** |
| **32bit 1Mb RAM** | **£64** |
| **32bit 4Mb RAM** | **£153** |

# E DEMON



## THE OVERDRIVE EXTERNAL HD



### THE OVERDRIVE 35

These external hard drives come in an ABS box styled to match the Amiga A1200. They plug in via the PCMCIA slot and include an external PSU so as not to invalidate your Commodore warranty. Ultra fast data transfer rate of 2Mb/sec. Full 1 year return-to-base guarantee. They come supplied with all the necessary software to mount and configure the drive.

| | |
|---|---|
| 40Mb | £189 |
| 85Mb | £249 |
| 170Mb | £319 |
| 220Mb | £339 |
| 250Mb | £369 |
| 340Mb | £419 |
| 426Mb | £519 |

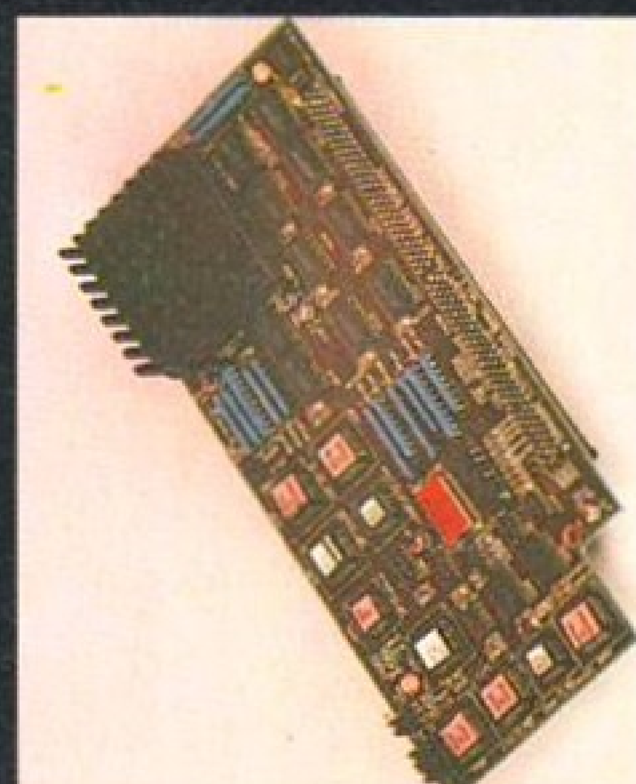
### THE OVERDRIVE 25

The compact version of the OVERDRIVE 3. This model is design to be transported, it's size has been reduced, the internal hardware has been upgraded to deal with the problems created by moving hard drives around and the power is now drawn internally. So, hey just put it in your pocket and away you go.

TYPICAL TRANSFER RATE:-1.2Mb/sec

| | |
|---|---|
| 20Mb | £99 |
| 40Mb | £169 |
| 60Mb | £199 |
| 80Mb | £249 |

## TURBO CHARGE YOUR A4000/030



### PHOTON UPGRADE

Finding that your A4000/030 isn't quite man enough for your present projects? Never fear Software Demon is here.

We are now able to offer an upgrade service, saving all the hassle of selling your old Amiga. So, to upgrade just send in your main CPU module and front panel and we will part-exchange it for a genuine Commodore 040 CPU module; which includes an MMU and built in FPU and a new A4000/040 front panel.

**PHOTON UPGRADE**
**£799**

### HELLFIRE UPGRADE

**AVAILABLE SOON**

Our latest development has produced a stunning new way to improve the performance of your A4000/030 at an incredibly low price. It comes in the form of a replacement CPU module which slots in where your present module sits. It's features include a 50MHz standard clock speed; an MMU as standard and a built in 50MHz FPU. To upgrade will require you sending us your original CPU module which we will then part exchange for our new A4000/030 accelerator.

PRICE?
PLEASE PHONE FOR DETAILS
PROJECTED RRP £299

## LEISURE & ENTERTAINMENT

### CIVILIZATION AGA

This is it, the bees knees. It's the ultimate god game. This game is Microprose's flagship, it's won a host of awards and now it's been upgraded to make the most of the new AGA chipset. If you don't already own a copy of Civilization then you don't know what your missing, and if you have an original copy then you'll be stunned by the improvements. So either buy it now or upgrade and get into the most serious game of all time.

| | |
|---|---|
| **CIVILIZATION AGA** | **£39** |
| **UPGRADE** | **£19** |

To upgrade just send the 4 original disks including £19 and your name and address.

### CD32 CONSOLE

This machine represent the future of home entertainment and video game play. A self contained CD console which you can expand to a full CD based home computer. It is built around true 32bit technology with 256 screen colours, 68020 processor with a 14MHz clock speed and high resolution screen display. Read the reviews and hear what the experts have got to say about Commodores new baby. I think you'll agree it's time to kiss Sonic Goodbye and wish Mario a fond farewell because the future is here. Optional extras include a keyboard, floppy drive, mouse and a hard drive. All of which will be available soon.

CD32 is supplied with 2 great software titles written for the AGA chipset and designed to display the full range of CD32's assets.

**ALL FOR THE MEASLY PRICE OF £279**

## SOFTWARE DEMON LTD

## CUSTOMER SERVICE

### GENERAL POLICY

We at SOFTWARE DEMON LTD endeavour to bring you the best value at the cheapest price possible. This is not easy in this day and age of multi-national corporations bulk buying everything in sight and then shifting it as fast as possible, not caring where it goes just as long as they get the cash.

Here we believe in the personal touch, all purchases are made-up to order for each individual then tested and dispatched. No box shifting and no rush. We may not be the fastest but we take pride and great care in what we do. Each customer receives the best service possible.

### OUR GUARANTEES

All our standard Commodore products are genuine UK specification, no foreign manuals and no dangerous electrical standards. They all receive a 1 year on-site warranty.

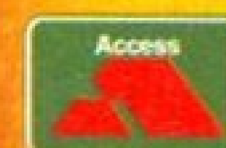
All the products modified or fitted by SOFTWARE DEMON LTD receive our own 1 year Return-to-Base, fix or replace warranty. If a Software Demon product fails within 1 year of purchase due to faulty parts or workmanship; we will pickup the goods by courier; return them to base; fix or replace them and return them to you free of charge.

### AFTER SALES SERVICE

At SOFTWARE DEMON LTD we firmly believe in caring for our customers, past and present. There will nearly always be somebody available on line to answer any question or help with any problems you may have. We are also willing to give advice on purchasing any computer related products and to help you choose the right equipment to suit your needs.

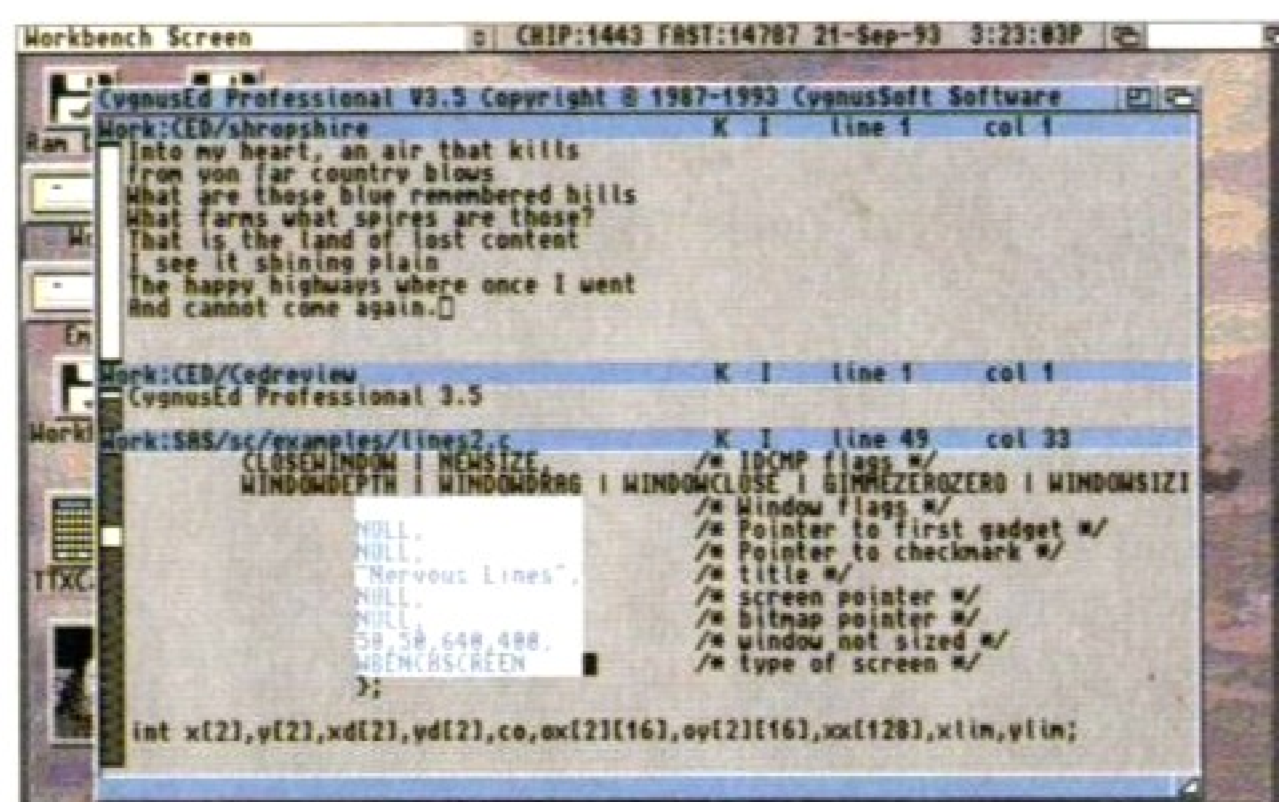
If you have any queries just phone:-

**TECHNICAL SUPPORT**
**(0736) 331499**






**In the beginning was the word – but it wasn't much use without a decent word processor. Getting back to basics, Nick Veitch tries out the new version of CygnusEd.**




Columnar text marking – very handy, and it has made a comeback with *CygnusEd*.

# *CygnusEd* PROFESSIONAL 3.5

**NO MATTER HOW** advanced word processors become, or how many different font styles or preview modes they have, there will always be someone who hankers after the days when you only had one font, when graphics were made up of strategically placed ASCII characters and dictionaries were big paper things that you used to prop up the end of the bookshelf. And not without good reason.

Although 24 point text and picture runaround is useful when you are compiling a quarterly report, when you just want to knock out a hundred lines of a script file, or code a C program, it can be a pain.

SAS/C is forgiving, but it doesn't want to see CGTriumvirate listings with annotated diagrams – it wants ASCII text. Even if you can turn off the fancy options, the fact that they're there slows down the operation of the software. But fortunately, just as one branch of word processors have specialised in DTP-like features, others have become more dedicated to serious crunching of ASCII text at speed. *CygnusEd* is one such program.

**The first thing** that you will need to do with a huge ASCII file is get around it. If you are writing a letter then it is enough to use the scroll bar or scroll up and down with the cursor. When you are looking at 12,000 lines of code, this might not be the best solution. *CygnusEd* can jump around like nobody's business. Not only does it have the fastest scroll bar ever, but it also has hotkeys for jumping to marked pieces of text and a Go To Line function (handy when your assembler says you have an invalid function on line 683).

Of course, the real thing about huge text files is being able to manipulate text. *CygnusEd* enables you to mark blocks of text by double-clicking and dragging. The difference between it and most word-pros, though, is that you can mark a block of text and continue typing. Columnar marking is also possible, a feature which has disappeared from more 'modern' text engines. This is especially useful for large tracts of indented text such as C source.

**Marked text can** be manipulated in the usual way, as well as rotated and carriage return stripped. Up to three locations can be marked for easy jumping around. If you need rapid access to different parts of the document you can open a new window on the same file. *CygnusEd* will then split the view, in the same way as when it has multiple documents. All changes are made simultaneously to all the entries you have open, but global preferences only affect the view currently open.

ARexx is fully supported, and professional development tools, such as SAS/C come with predefined macros for use with *CygnusEd*. For those who already use *CygnusEd*, these are the new features:

**Clipboard Support** – you can now transfer text using the standard Amiga Clipboard buffers, if you can find any other software that supports them.

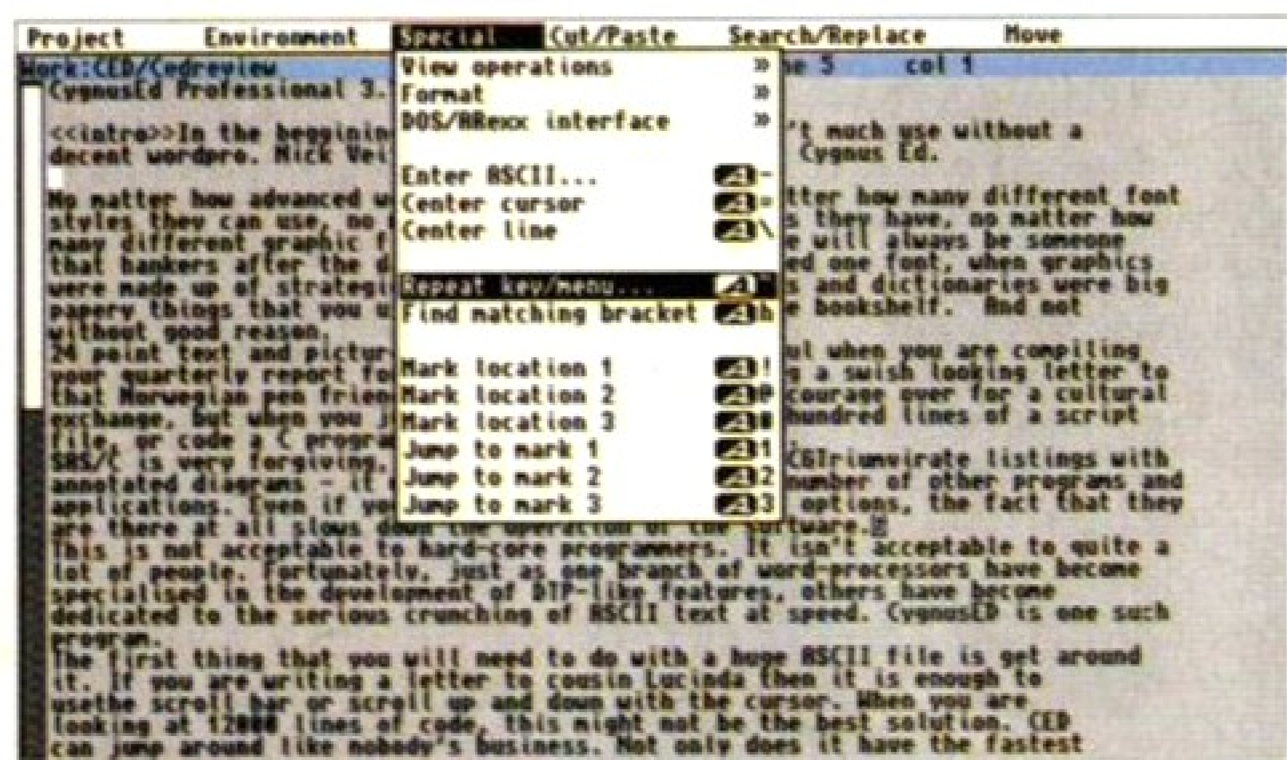
**Search/Replace History** – you can toggle back through previous search entries.

**Public Screen Support** – you can open *CygnusEd* as a Public Screen, or as a window on a Public Screen.

**Multiple Views** – there are now 30 views available, instead of just 10.

**Characters Per Line** – the maximum line is now 4000 characters long.

Also, there is a new utility called MetaMac which is useful for creating macro commands and assigning them to keys – much easier than recording them on the fly. But the real change is in the manual – it now makes sense. Amazing.




More menus than Langan's. If it isn't here, it isn't in.

## CYGNUSED PRO



**DESCRIPTION**
Text Editor

**MANUFACTURER**
ASDG

**DISTRIBUTOR**
Meridian Software 081-543 3500

**PRICE**
£99.99

**RELEASE**
Out now

**SPEED** ●●●●●
The best. Scroll through 1,000 lines of text in about three seconds.

**MANUAL** ●●●●●
Now fully updated and readable with plenty of detail.

**ACCESSIBILITY** ●●●●
If you can use a keyboard, then you can use *CygnusEd*.

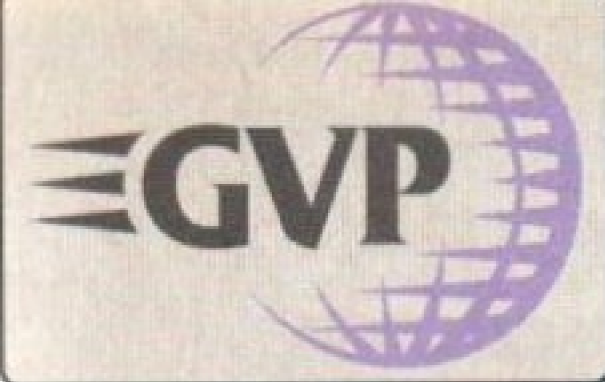
**FEATURES** ●●●●
Top stuff. The only omission is a Fold option (as in *TurboText*).

**VALUE** ●●
Hmmm. It is the best, but a ton is a bit steep. Bogus.

## VERDICT

**" For serious crunching of ASCII text, CygnusEd is the fastest and best text editor around, but its quality comes with a steep price tag attached. "**

**81%**




# AMIGA 500 OWNERS POWER UP!




NEW LOW PRICES

SAVE UP TO £100

PICTURE SHOWS GVP HD8+, THE A530 FEATURES SIMILAR DESIGNER STYLING

Power up your A500 with the very best in Amiga peripherals. Give your computer a new lease of life with a hard drive or accelerator plus hard drive from GVP.

These powerful, award-winning products plug neatly into your A500 or A500PLUS, giving you more storage and more speed. The improvements don't stop there! In almost every area of Amiga operations these GVP peripherals can enhance the performance of your A500 or A500PLUS. Both models can upgrade your Amiga's RAM, making operations run even faster. You can add a PC emulator, (featured below left), which enables you to run thousands of PC software titles. Further hard drives, back-up systems and CD-ROM drives can also be added via the built-in SCSI interface. The list is endless, GVP's HD8+ and A530 are the undisputed premier Amiga peripherals available.

If you were thinking about upgrading to an A1200 or A4000, think again. With a GVP A530 Accelerator upgrade, your A500 will be 14 times faster than a normal A500, almost nine times faster than an A1200 and over one and a half times faster than the mighty A4000 030 (see chart below).

## AT NEW LOW PRICES!



## PC EMULATOR

**FOR USE WITH HD8+ or A530**

For extra power and flexibility you can also use GVP's custom expansion slot (mini slot) to fit a GVP PC emulator. This compact circuit board turns your Amiga 500 into a fully featured PC compatible computer, capable of running thousands of PC software titles, including Windows and MS-DOS 6.

- 80286 16MHz processor
- Norton SI index of 15
- Compatible with MS-DOS version 3.2 or later
- Windows 3.x compatible
- Includes 512K of FAST RAM
- Built-in video adaptor emulates VGA/EGA (mono), and Hercules
- Socket for optional 80287 co-processor
- Hard drive compatible
- Emulation support of Parallel and Serial ports, sound, realtime clock, CMOS RAM and extended memory

**PC EMULATOR £99** INC VAT - EMU 0500

## MORE STORAGE

GVP HD8+

### HARD DRIVES + RAM EXPANSION

A GVP HD8+ Hard Drive will have an immediate effect on your Amiga. Where you used to constantly swap disks, wait for files and programs to load and sit around waiting for disk accesses, you will now be pushed to keep up with the speed of your Amiga. Hard drives are used for the same storage purposes as floppy disks, but can hold a great deal more information and access this data much more quickly.

The A500 HD8+ (pictured above) provides the ultimate in hard drive performance, it can also increase the memory of your Amiga by up to 8Mb, support up to six SCSI devices and provide PC compatible emulation via its custom expansion slot (mini slot) see left.

### COMPARISON CHART

| FEATURES/MODEL | GVP HD8+ | ICD TRIFECTA LX | COMMODORE A590 20Mb | EVESHAM REFERENCE 100 |
|---|---|---|---|---|
| *TRANSFER RATE: Kb per second | 1066 | 1028 | 564 | 400 |
| GVP DESIGNER STYLING | ✔ | - | - | - |
| RAM EXPANSION(MAX) | 8Mb | 8Mb | 2Mb | 4Mb |
| MINI SLOT (FOR FUTURE EXPANSION) | ✔ | ✔ | - | - |
| SCSI INTERFACE | ✔ | ✔ | ✔ | ✔ |
| GVP PERFORMANCE Faaast ROM | ✔ | - | - | - |
| DEDICATED POWER SUPPLY | ✔ | ✔ | ✔ | - |
| PRICES FROM | £199 | £295 | £159 | £329 |

* Figures taken from *Amiga Computing*, October 1993

"... the undisputed fastest Amiga hard drive available in the world."
*Computer Mart* April '92

"Without doubt the best hard drive available for the A500 ..."
*Amiga Format* April '93







**HD8+ 42Mb HD 0Mb RAM** — PREVIOUS PRICE ~~£249~~ **£199** INC VAT - HAR 0840

**HD8+ 80Mb HD, 0Mb RAM** — PREVIOUS PRICE ~~£349~~ **£299** INC VAT - HAR 0888

**HD8+ 120Mb HD, 0Mb RAM** — PREVIOUS PRICE ~~£499~~ **£399** INC VAT - HAR 0922

## MORE SPEED

GVP A530

### 40MHz ACCELERATOR + HARD DRIVE + RAM EXPANSION

The GVP A530 is a unique combination of a Hard Drive, RAM upgrade and an Accelerator. Inside is a full Motorola 68030EC processor running at 40MHz, making your A500 faster than you thought possible - almost nine times faster than an A1200. And, fitting a PGA maths co-processor (40MHz 68882, ref: UPG 1982, £129 inc VAT) can improve this still further, with some operations being 300 times faster than an A500. In addition you can add up to 8Mb of 32-bit RAM, which further enhances performance.

### FASTER THAN AN A1200 or A4000 030

An A500 with the GVP A530 fitted will be considerably faster than either the A1200 or A4000. This is possible because the A530 uses a 40MHz 68030EC processor, whilst the A1200 uses the slower 14.19MHz 68020EC processor and the A4000-030 uses the 25MHz 68030EC processor.

Features include:

- 40MHz 68030EC Processor (the A1200 has a slower 14MHz 68020EC processor)
- Up to 8Mb of 32-bit Memory, 1Mb of 32-bit Fitted
- PLUS Same Features as HD8+
  - Mini-slot for Future Expansions, see PC Emulator - far left
  - Cut Off Switch for Game Compatibility
  - Dedicated Power Supply and Fan Unlike Many Competitors
  - Factory Installed Hard Disk
  - High Speed DMA SCSI Controller - Can Handle 7 Devices

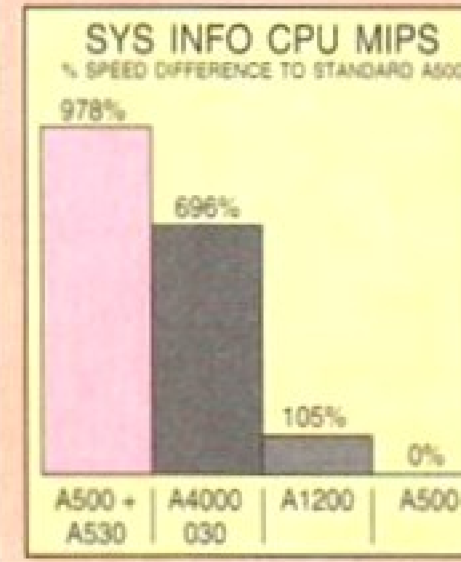
"I liked the A530 so much that I bought one"
*CU-Amiga* October '92 - 97%







**FAST RAM**
GVP's A530 includes 2 SIMM sockets for easy Fast RAM installation. One socket already contains 1Mb RAM. Options are 2 x 1Mb cards, 1 or 2 x 4Mb cards offering 2Mb, 4Mb or 8Mb of RAM.
1Mb RAM - £69 INC VAT - RAM 3216 | 4Mb RAM - £179 INC VAT - RAM 3246




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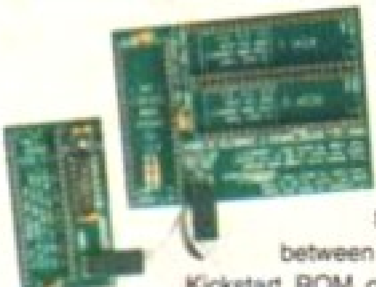
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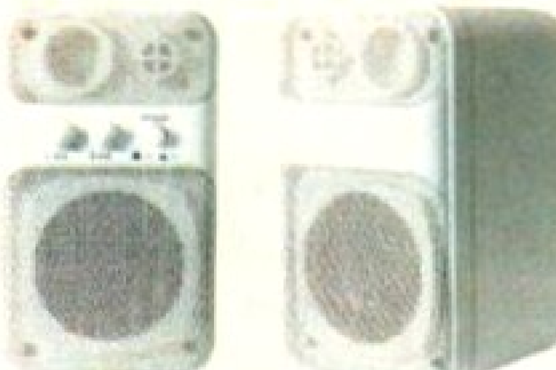
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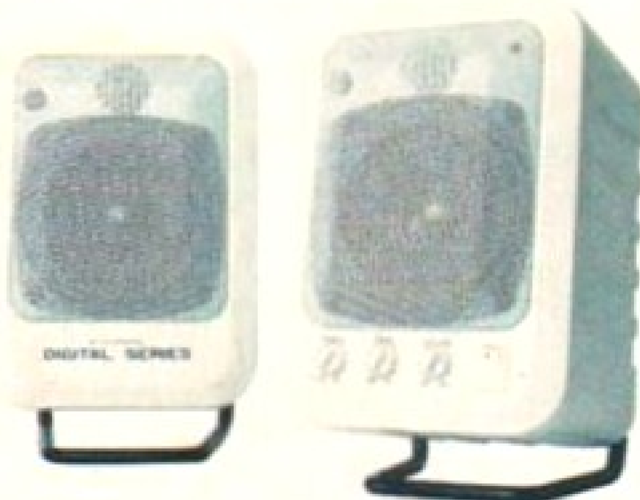
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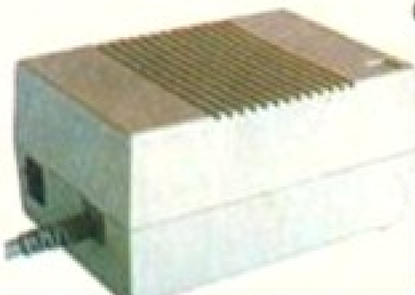
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*Speaker Dimensions 200x140x130mm (HxWxD)*



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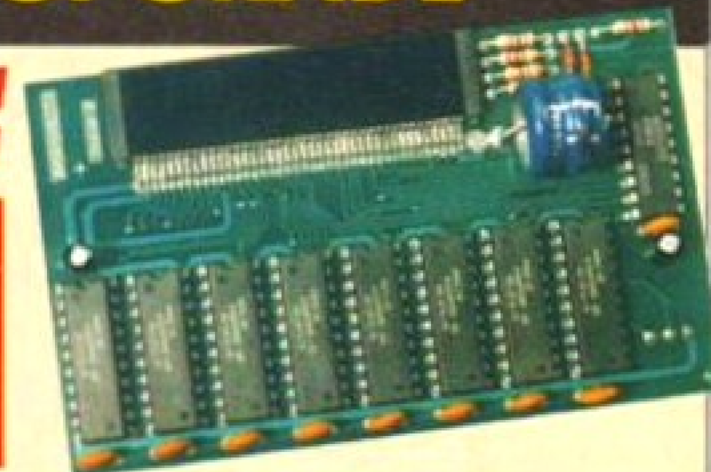
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| *NEW!* **Star LC 24-20 MkII** 24-Pin, 210cps high speed draft | £ 229.13 |
| **Star LC 24-200C** Superb 24-Pin Colour, 5 fonts, 200/67cps | £ 276.13 |
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**Losing your mind can be an unfortunate thing, but losing your data is altogether more serious. Nick Veitch looks at how to minimise the risks and maximise your chances.**

# *When the* WORST HAPPENS

**TERRIBLE THINGS CAN** happen to your lovely data when you are least expecting it. It is one of the unwritten rules of the universe that this will always happen with your most important file at some crucial stage when you don't have a copy of it anywhere else.

The classic situation I remember is a 45K text document which was being saved to disk just as a power cut occurred. Because the file was overwriting the previously saved version (which was autosaving every 10 minutes) the original was lost and only a fragment of its replacement saved before the crash. The result was about eight hours of work lost.

There are some situations that you can do nothing about. A direct hit with a thermonuclear warhead would strain even the most secure data protection system. But you can take precautions. Everybody should know by now that it is a bad idea to leave disks in places where they may be susceptible to magnetic or heat damage. Leaving them in your shirt pocket when you put it in the laundry is a bad idea too. There are other precautions you can take.

Many word-processors have an option to save back-up files. This usually works by renaming the original file with a ".bak" extension before saving a new version. This means that if you lose the new version, you will always have the previous one to fall back on. If you are used to typing for hours without saving, it is a habit worth breaking. Saving files regularly is a good idea, as is never deleting anything until you are sure you don't need it any more.

Of course, the real solution is to always keep back-ups of your disks. With AmigaDOS floppy disks this is simply a matter of using Workbench to duplicate the disk (if you are not sure how to do this check out the Coverdisk pages).

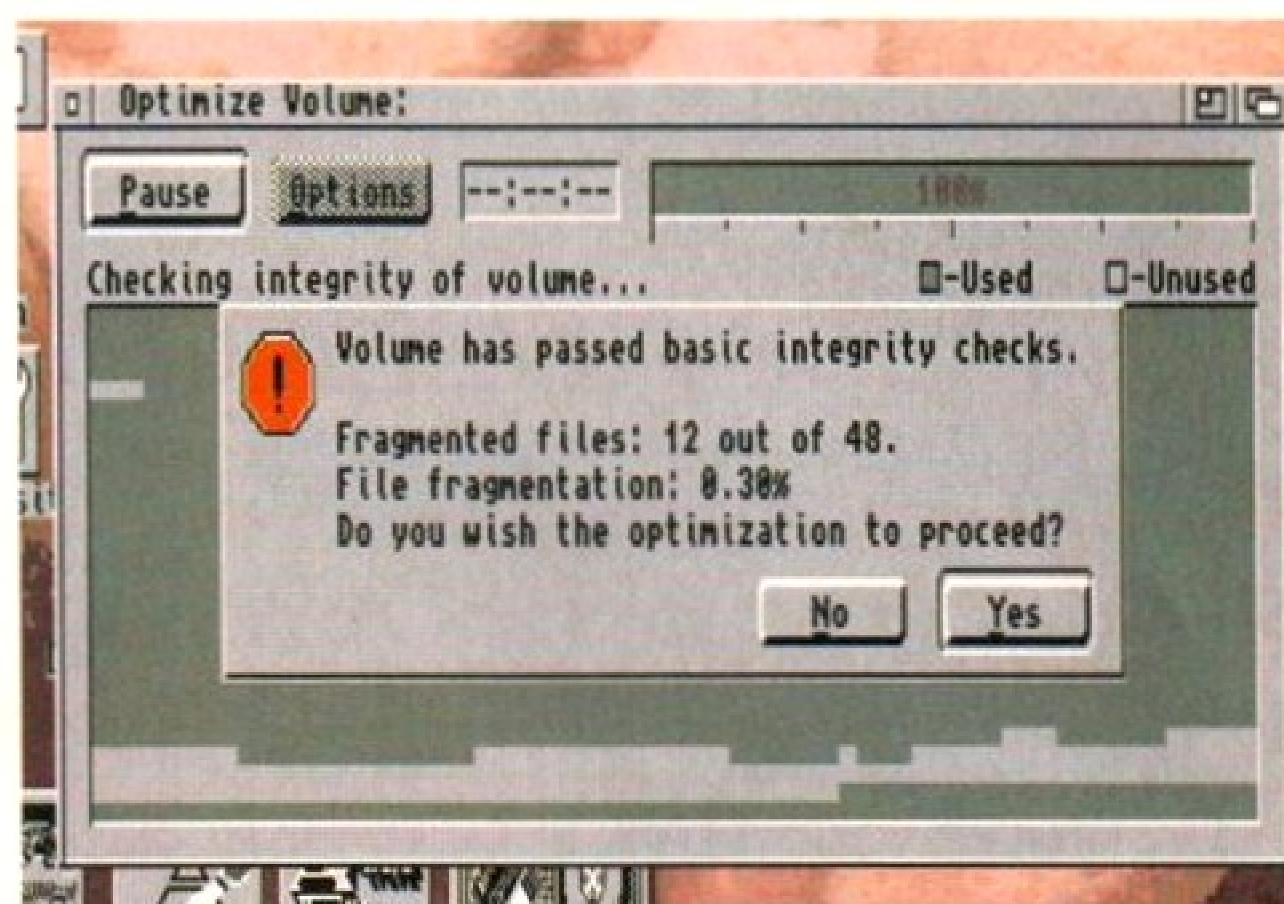
With a non AmigaDOS disk things become slightly more complicated. In this case you need to get hold of some duplication software, such as *X-Copy*.

**Hard drives pose** a bit more of a problem. It is unlikely that you would want to diskcopy a complete hard drive. Having a spare hard drive for back-ups is a very expensive option, so most people prefer to back up to floppies.

To do this you will need a back-up utility. These programs take the data from your hard drive and store it, either selectively or in its entirety, on a series of floppy disks. The most popular software for doing this at the moment is *Quarterback* from Central Coast Software, but a rival package, *AmiBack* from Moonlighter Software is gaining ground.

Both are very similar and support a variety of back-up devices. Data can be compressed as it is archived, which may take slightly longer but also means you use up fewer disks (a 160Mb hard drive full of data would require 200 floppy disks if it was uncompressed).

Every Amiga file has a number of 'protection' bits associated with it. These tell AmigaDOS whether the file is executable, readable, deletable and so on. One of these bits is a flag to tell the operating system whether the file has been archived or not. This is very useful for backing up data,




*Quarterback Tools* (original and *De Luxe* versions) can not only fix your disks, but can also optimise them for faster access.



This Wang tapestreamer is a fast and efficient way of backing up large amounts of data. DAT tapes are cheaps, but the drives are pricey.

## FILE SYSTEMS

There is more than one way store data on your disks. The original file system (OFS) was a completely reasonable and logical way of storing data on floppy disk, but when it came to larger devices, such as hard drives, it was terribly inefficient.

A new file system was developed, called FastFileSystem (FFS) which handled the links between directories and files in a more streamlined (and slightly less wasteful) way. From Workbench 2.0 onwards it is possible to format Amiga floppy disks in FFS too. Interestingly this results in a drop in speed from about 23K/second to about 22k/second, although it does mean you can cram an extra41K on to the disk.

With Workbench 3.0 we have been treated to a few new filing systems. The first is International Mode, which is an addendum to either an FFS or OFS format. This simply enables the use of special accented characters in file and directory names and does not affect the speed of disk access, but it does take up another 2K of disk space.

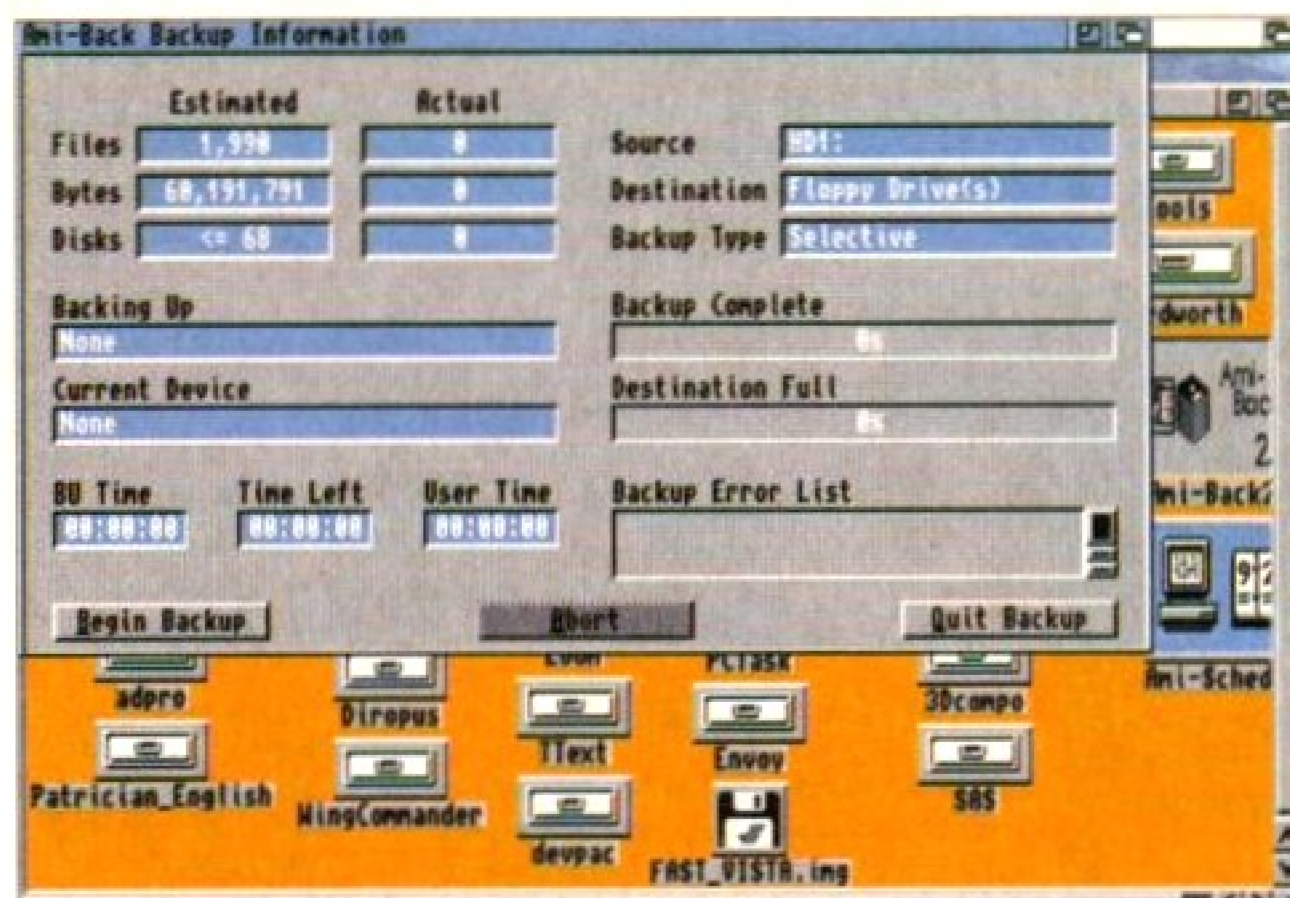
The last filing system is directory cache (which again can be based on an OFS or FFS basic format). This dramatically speeds up directory access on hard and floppy drives by using a memory cache for header blocks.

Some of these new filing systems would be quite useful, were it not for the fact that they will not work on Workbench 1.3, which many Amiga users are still running.

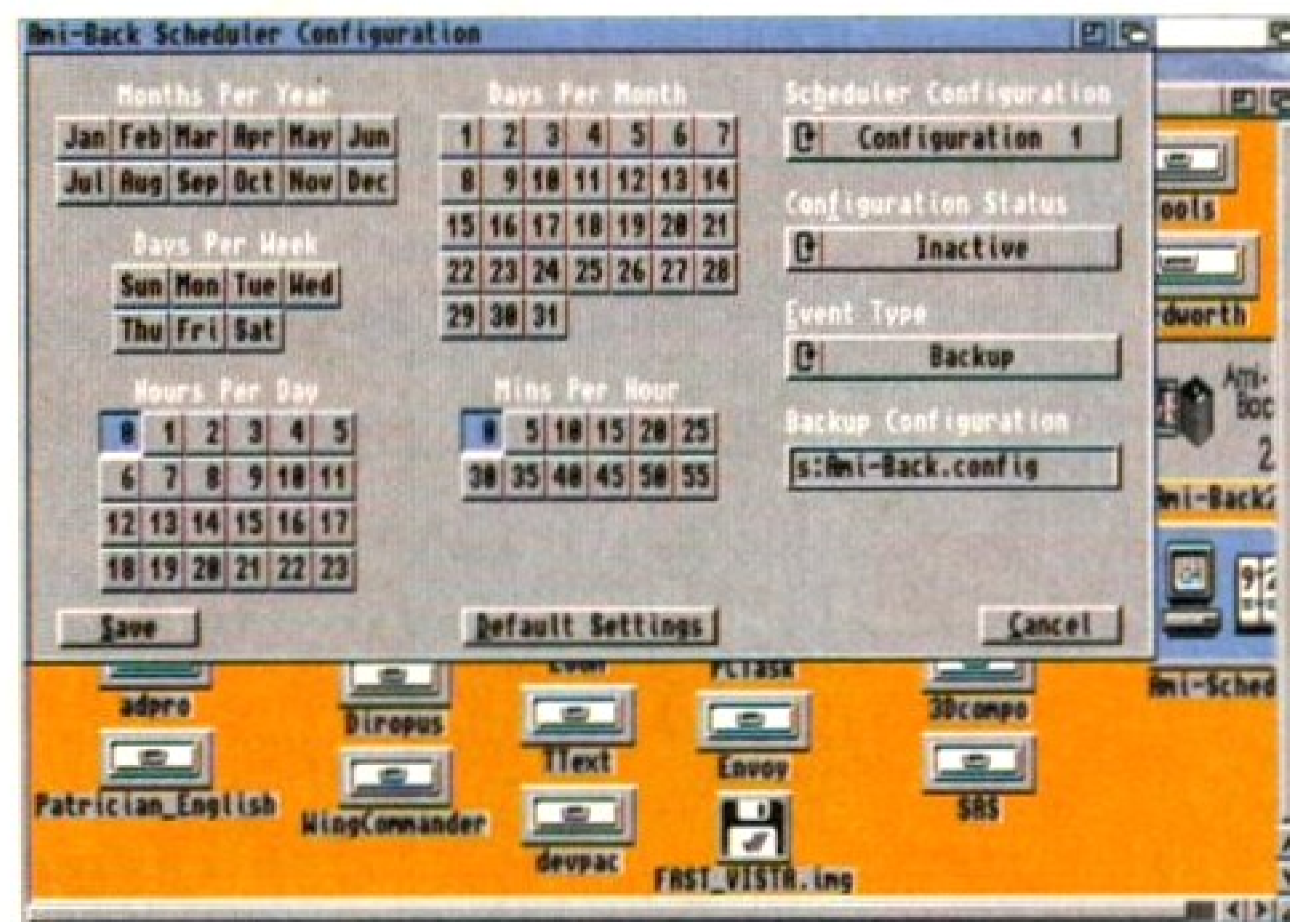
The important point about file systems is that the one you use needs to be recognised by whatever recovery utility you are using, otherwise you may just make things worse.




The *Amiga Format* Gold-winning Video Backup System is an effective if rather unorthodox method of securing your data.



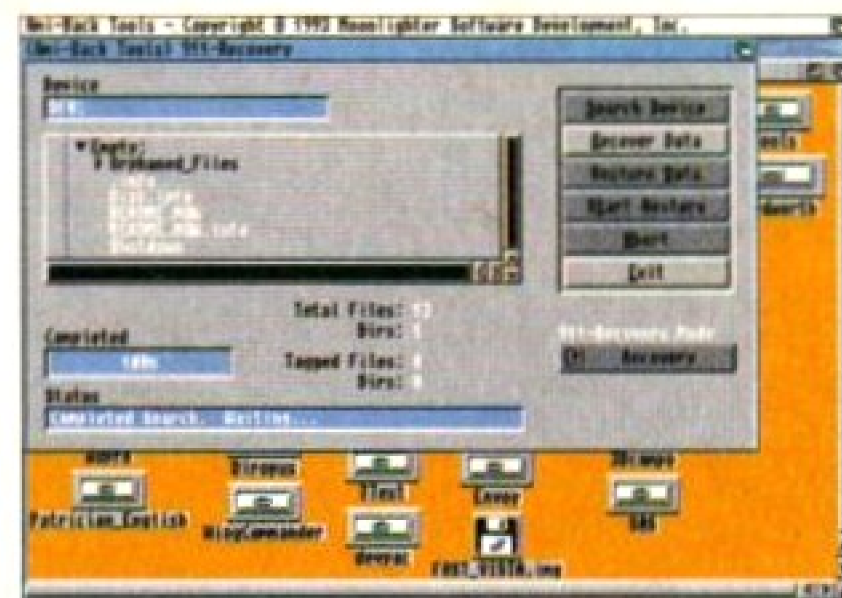
*Ami Back* is almost identical to *Quarterback* in terms of features, but some people find the interface easier to use.



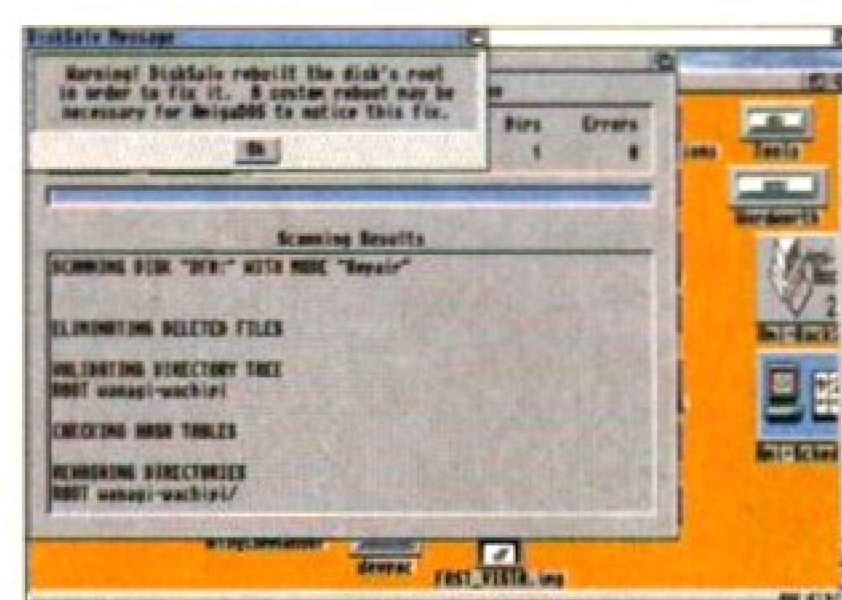
*AmiBack* includes a scheduler to automatically remind you when to back up your devices.

because most software will allow you to set this flag for every file that has been backed up. This means that in subsequent operations you can back up only those files that do not have the archive bit set, in other words, all those files that are new since the last back-up. Therefore you need only have one humungous back-up file, and the rest can just contain the differences.

But what if you don't have a back-up and it all goes wrong? Well, if the worst happens, there is still hope. Various pieces of recovery software are available, which will attempt to solve your problems. One of the most common errors is the disk becoming invalidated. This means that the



*Disksalve* is well worth having if you can't afford the commercial packages.



Another problem is spotted and sorted out before it causes too much damage.

bitmap file on the disk no longer contains a true representation of which blocks on the disks are occupied, usually as a result of a software failure during a disk operation. SCSI devices running with Workbench 2 or up can repair minor errors themselves, but this is not a terribly difficult thing for any of the salvage programs mentioned here to solve.

A slightly more serious error is a checksum error. The checksum is a piece of data that accompanies every block of data on the disk. Essentially it is a number derived from the information in that block, so that when the block is read, if the checksum doesn't tally with the information received, AmigaDOS knows that there is either an error in the data or an error in the checksum.

**If there is** an error in the data, that particular block may be lost, but any salvage program can save the rest of the file and the rest of the data on the disk. Probably the most common problem these utilities are called upon to fix is not a disk error at all, but human error - the old "I didn't really mean to delete that" problem. Fortunately when you delete a file from a DOS disk, the directory entry is removed and the bitmap is changed to mark those blocks available again.

All that the recovery program has to do is scan the disk to find the file header and re-write the directory and bitmap information. Files may be permanently lost if data is saved to the disk after the delete took place.

The hardest error to fix is one caused by physical damage (scratches on the disk surface). In these cases the salvage program will try to read what it can, but the disk itself is bad and should not be used again. Throw it away now.

There are many problems that can result from damage to directory links and file-headers, but rest assured that if the data is on a disk, the utilities shown here are your best chance of recovering it.

## THE STRUCTURE OF AN AMIGADOS DISK

**There are three important areas on an AmigaDOS disk. The first of these is the boot block. If you have a disk editor, such as the one supplied with *QBTools DeLuxe* (reviewed last issue), you can take a look at the one on your copy of Workbench.**

**An AmigaDos disk will always begin with blocks defining it as such. This is done by placing the ASCII values for the characters "DOS" at the start of the disk (this will vary depending on the exact filing system being used). In the case of a bootable disk, this is followed by a short piece of code which instructs the Amiga how to boot up from the current disk.**

**The root blocks occupy the two blocks at the very centre of the floppy, blocks 880 and 881. The first contains directory information about the disk, defining the structure in which files will be stored. The second block contains the bitmap information for the disk, which is simply a little map, with one bit for each block on the disk. If a block is in use, the bit is set to false (a zero value) indicating to AmigaDos that it is taken.**

**If any of these critical blocks gets damaged you are in serious trouble, unless you have one of the salvage programs discussed here.**

## BACK-UP SYSTEMS

**Quarterback 5.0**
**Probably the most widely used back-up system, now up to version 5.0. It is a wonder that Commodore never tried to include it with Workbench. It can back up on to floppies, to a file or to a tapestreamer.**
**First Computer Centre (0532 319444)**
**£40.99**

**AmiBack**
**The pretender to the crown. Contains all the useful features of *Quarterback*, but is a little easier to use. The standard back-up system also includes a limited file recovery program.**
**MicroPace (0753 551888)**
**£44.99**

**Video Backup System**
**An alternative file back-up system, which stores data as a series of mono images direct from the Amiga to video tape. This works out as a cost effective alternative to a tapestreamer. Video Backup System was reviewed in issue 45 and for a golden 93 per cent.**
**Power Computing (0234 843388)**
**£59.99**

## RECOVERY PROGRAMS

**FixDisk**
**This excellent shareware utility can validate, undelete and even attempt to correct track errors on disks. Very reliable if a little slow.**
**17-Bit (0924 366982)**

**Disksalve**
**A shareware program, written by Dave Haynie, who played no small part in the development of the Amiga. Slightly more effective than *FixDisk*, version 2.0 because it can deal with all the new file systems.**
**17-Bit (0924 366982)**

**AmiBack Tools**
**The companion to *AmiBack* can handle undelete, checksum, validation, physical errors and can even correct some virus damage. Very similar to *Quarterback Tools* except it gives the user more control over what is actually done about errors.**
**MicroPace (0753 551888)**
**£44.99**

**QuarterBack Tools**
**The original, and in some ways still the best. *QuarterBack Tools* requires little user knowledge of disk operations and asks politely before it writes to your disk. If you haven't formatted your disk under the international or directory cached file systems, it is a better solution than the de luxe version.**
**First Computer Centre (0532 319444)**
**£45.99**

**QuarterBack Tools De Luxe**
**A revamped edition of the old favourite, it proved to be a bit unreliable in some operations (see issue 52) but does support new filing systems and comes with a few extra goodies.**
**First Computer Centre (0532 319444)**
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Due to the exchange rate, or manufacturer's changes or due to current RAM shortage, some prices may alter, either up or down, during the several weeks between going to press and the end of the month of issue. We would ask that, prices be confirmed by telephone before ordering.

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**A4000/40:** As above, but featuring the blistering 68040 processor, with full floating point facilities **NOT** EC version. UK models with on-site warranty...**NOT** imports!

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| HD SIZE MB | A4000/30 1+1MB SUBTRACT £70 | A4000/30 2+2MB STANDARD VERSION | A4000/30 2+4MB SUPER EXP. VERSION | A4000/40 2+4MB | EXTRAS |
|---|---|---|---|---|---|
| 80 | WARNING - 1 + 1MB A4000s will not run most serious AGA s/w packages. If required, subtract £70 from 2 + 2MB prices | 965 | ADD £80 • ADD £80 • ADD £80<br>2 + 4 MB version comes with 2MB chip RAM + one 4MB chip of fast RAM, for on-board expansion to 16MB. We do not fit two x 2MB chips of fast RAM, which gives on-board expansion of only 8MB. | 1889 | Extra 2MB for 2+2 versions £99 • Extra 4MB for 2+4 versions £159 • Microvitec Cebscan 1440 recommended £399.99 • Same day warranty £39.99, extra 2 yrs £99.99 |
| 120 | | 1054 | | 1915 | |
| 160 | | 1099 | | 1959 | |
| 240 | | 1149 | | 2139 | |
| 340 | | 1279 | | 2299 | |
| 540 | | 1599 | | 2459 | |

A4000/30 CO-PROs
68882 25 MHz..........ADD £70
68882 50MHz..........ADD £160
Fitting FOC if purchasing A4000/30

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### CD32 SOFTWARE

15 to 20 titles specially written for the CD32 should be in stock by the time you read this, including Syndicate, Zool 2, Jurassic Park, Chaos Engine, Robocod, many of which include a full CD music track alongside the game. About half of existing CDTV titles are compatible. CD32 will also play normal music CDs and CD+G discs

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**£279**

CD32 + FMV Card as above
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**CD32**
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**COMING SOON**
Floppy drive, Keyboard, Mouse CD32 for A1200

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A Must for new users!
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A500+ and A600s come complete with mouse, modulator to connect to TV, or monitor lead as required, all cables, manuals, operating discs and utilities

REFURBISHED UNITS ONLY AVAILABLE

| | INCLUDED AS STANDARD | ALONE £ | PLUS STARTER £ | WARRANTY | EXTRAS |
|---|---|---|---|---|---|
| A500+ 1MB | | 179.99 | 194.99 | 12 months return to base | Extra 1MB £25 |
| A500+ CARTOON CLASSICS | Captain Planet, Lemmings, The Simpsons, DPaint III* | 194.99 | 209.99 | | |
| A600 SD 1MB | - | 164.90 | 179.90 | 12 months at home | Extra 1MB £35 • 2Mb PCMCIA £109 4MB PCMCIA £169 • Romsharer £45 |
| A600 SD WILD, WEIRD AND WICKED | Silly putty, F1 Grand Prix, Pushover, Deluxe paint III*, 700 clip art set | 194.99 | 209.99 | | |
| A600 HD 20 | | 259.99 | 274.99 | | |
| EPIC PACK PLUS 40 | Epic, Rome, Myth, Trivial Pursuit, Amiga Text, Deluxe Paint III*, 700 clip art set | 274.90 | 289.90 | | |
| 64 | | 339.99 | 404.99 | | |
| 85 | | 389.99 | 404.99 | | |
| A600 HD 80 | - | 365.99 | 379.99 | 12 months return base | |
| 120 | | 415.99 | 429.99 | | |
| 210 | | 569.99 | 584.99 | | |
| CDTV MULTI MEDIA | Audio Discs/ CD Player, Keyb'd, Fdrive, Mouse, Remote Controller, Caddy, Welcome Disc, Fish Disc | 229.99 | 244.99 | | Brickette £45 |
| CBM 1084 SD | + Leads | 178.90 | | 1 year | PIP Monitor to TV Converter – £99 |
| CBM 1940 | Leads. Ideal for AGA | 264.99 | | 1 year | |
| Philips 8833 II | Leads. T & Swivel £10 | 209.99 | | 1 year at home | |
| Star LC100C | Top Value 9 pin colour printer | 149.99 | 159.99 | 1year | |
| Citizen 240C | 24Pin colour | 252.90 | 262.90 | 2 year | |

Return to base HD versions are SD units fitted with top quality 3rd party drives and come with install disc + full documentation. *DPIII needs 2MB for animation on HD models.

## A1200

| | |
|---|---|
| 1200 2MB | 264 |
| 1200 +20MB HD | 379 |
| 1200 +60MB HD | 439 |
| 1200 +80MB HD | 459 |
| 1200 +120MB HD | 519 |
| 1200 +207MB HD | 589 |
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ZOOL, STRIKER, PINBALL DREAMS & TRANSWRITE OR LEMMINGS, SIMPSONS, CAPTAIN PLANET, PLUS DP III & GFA BASIC
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Hobbyte are famous for their packs, allowing you to choose what you want, whilst still benefitting from package deal savings.
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Fun and educational for 2 to 11 years
(Some help may be required)

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| | |
|---|---|
| Noddy's Playtime OR Big Adventure | 8 magical learning games at 3 levels, PLUS Junior Art pack, keyboard overlay and map |
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| OR Fun School 2 | The "Fun School" suite have won every award going. 5/6 wonderful animated games. 3 to 11 years, specify age. |
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| | |
|---|---|
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| Hobbyte AMOS PD Greats | Dozens of utilities, Protracker music modules, example programmes that no AMOS programmer would be without. |
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A must for new users! All you need in one value pack

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| | |
|---|---|
| 10 blank discs | Make working copies of Workbench and other original applications discs as soon as you get them |
| Virus Killer | Check discs regularly, especially if sharing with friends |
| Mouse mat | Helps prevent dirt/dust collecting on mouse contacts |

Plus Microswitched Joystick, 80 cap. lockable disc box, Dust Cover

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The top-selling Hobbyte Hot Lot pack now includes the ultimate joystick !!!

WITH AMIGA £44 | ALONE £59

| | |
|---|---|
| "THE BUG" | The only joystick ever to be given a Gold rating 92% AF, positive single-handed action, small and lovely! |
| 10 "Hot List" Games The GREATEST! | See listing to the right for current HOT LIST, or phone for latest changes. Children's games available. |
| 80 Prog. Hobbyte PD Greats Pack II 10 blank discs, mouse mat, 80 capacity lockable disc box, plus dust cover | Includes top games like Battlecars, Star Trek, Computer Conflict, Megaball, dozens of arcade classics, board classics and 'shoot-em-ups', Utilities, Word Processor, Spreadsheet, Database + Desktop Publisher and the ultimate virus killers - a must for every Amiga owner! |

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Perfect for all Home Office needs

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Virus Killer Disk,
80 Prog. Hobbyte PD Greats Pack - see 'Hottest Lot Pack'
The Works Platinum — WP with UK spell chck, Thesaurus spreadsheet, 'Sideways' utility, database, graphics + comms module
Deluxe Paint III* with animation + 700 Clip Art pics
Digita Home Accounts — Keep track of credit card and bank accounts, budgets, etc
Any Two Hot List Titles

### THE HOT LIST

**GREAT individually packaged games, BETTER THAN THE REST !!**
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Or see packs across

Thunderbirds (7yrs+) ‡
F1 Grand Prix - 92% AF
Silly Putty - 90%+ lots of mags
Elf/Toki/Puzznic (counts as 2) ‡
Paperboy II ‡
Hunt for Red October
Colossus Chess @
Challenge Golf
Battleships classic board game
Graeme Souness Soccer
Neighbours
Frankenstein ‡ @
Captain Planet
Silkworm Helicopter 93% CU
Edd the Duck ‡
Stock Up ‡
Lemmings 92% AF
Round the Bend ‡
Continental Circus - 8 race circuits 92% AA@
World Cricket
Bart Simpson
Spiderman/Cptn America ‡ @
Ice Hockey
Xenon - C+VG Game of the Month
Blade Warrior - A Power, AF, AAction superb reviews
Toobin Rapid riding
**AWARD WINNERS**
Space Ace, Kick Off, PipeMania, Populuos (counts as 2)

‡ PARTICULARLY SUITABLE FOR CHILDREN (MAY NEED HELP)
@ NOT A1200 COMPATIBLE
TITLES MAY VARY

**STOP PRESS!** Desktop Dynamite AGA pack (see 1200 box) £69 with Amiga £79 alone

*DPIII needs 2MB for animation on HD models.

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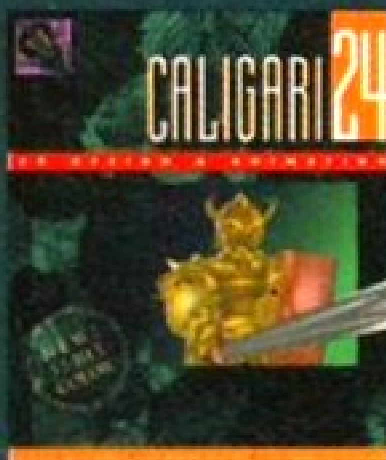
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# FOOTBALL TACTICIAN 2

## New 93/94 version sets even higher standards and breaks more records.

*Firmly established as the definitive football strategy game, FOOTBALL TACTICIAN 2 is now available in three superb versions: FT2 ENGLAND the original and the first ever management game where tactics and real-time match intervention are the main requirements for a successful campaign. FT2 SCOTLAND the first ever simulation covering the soccer scene north of the border featuring the Premier and First divisions. FT2 ITALIA with the fabulous serie A and serie B for the thrills, the passion and the glory of the world's most exciting league!*
*Three great games with the latest 93/94 stats. One soon realises that FT2 is no ordinary soccer manager. THIS is the REAL THING. You're in charge. Events on the field are the direct result of your inputs. Even when trailing badly, a match can still be retrieved if you make shrewd tactical interventions. There are risks involved, uncertainty and even luck. But in the end, it's all down to you! Can you rise to the challenge? Try FOOTBALL TACTICIAN 2 for the ultimate football experience!*

### What makes Football Tactician 2 so special?

* Biggest ever multi-user system: up to 46 users! (who said four was the limit?) Now with new rating system reflecting managers' ability and achievements.
* First ever fully interactive management game: intervene at any time during a match to change tactics, make substitutions, adjust formation or mark players.
* Most accurate player definition: 30 parameters including real ages, aptitudes, skills, caps, playing positions, fitness, morale and market valuation.
* Largest results database: 21290 match results and league positions going back 20 seasons all instantly retrievable. All of which may be printed out.
* Professional recording: 36 matches always recorded IN FULL for full-scale replay.
* First ever referee involvement: true to life behaviour. Beware of adopting 'rough tactics' when Jim Parker is in charge! The message is clear: know your refs.
* Fastest ever setting-up time: initial start-up in less than two seconds, thanks to 900K of super-fast machine code. Smoothness of action is FT2's hallmark.
* Most accurate editor: built-in intuitive editor capable of entering new players and fine-tuning all parameters. Essential for the serious user.
* 16 different tactics from rough play to offside-trap adjustable throughout the match. You manage your side before AND during the match.
* Three levels of match reporting, from highlights only to ball-by-ball commentary.

### What are the new features?

* FA Premier League and Division One permanently in memory with full interaction, promotions, transfers, European pool, play-offs, local and European Cups.
* Man of the Match. Player of the Year. Manager of the Year. Transfer deadline. Pitch invasions. Fights between players.
* Easy selection of penalty takers, free-kick takers, wingers, captains, ball winners, play-makers, overlapping full backs, reserves, substitutes...
* Unique database-type search facility to locate any player in the league.
* Full-scale printing facilities: highly suitable for Play-by-Mail.
* Intelligent behaviour of computer sides capable of changing tactics to respond to situation on the field or making substitutions based on fitness and fatigue. Plus mid-week transfer and fitness news.
* Friendlies, top scorers charts, precise transfer markets, club history, financial position and much much more!

### Why is FT2 not in the shops?

The very essence of a football strategy game is its accuracy. With transfers happening every day, rules being changed and players being injured, shop games are out-of-date the moment they come out. Some publishers issue yearly revisions. That may be fine but not fine enough for us. The FT2 you buy is 100% up-to-date. We revise the program and data weekly. There are no compromises. Who wants to play a game that says that Fiorentina are in serie A, or Forest in the Premier League? Who wants to play a game that features Eric Cantona at Leeds or Ruud Gullit still at Milan? No known football game is more up-to-date than FT2 and that's a fact!



Please rush 1 copy of

| | |
|---|---|
| **FOOTBALL TACTICIAN 2** | **£22.95** ☐ |
| **FT2 (Scotland)** | **£22.95** ☐ |
| **FT2 Italia** (serie A and serie B) | **£22.95** ☐ |
| **FT2** Double Pack (tick any two) | **£29.95** ☐ |

My machine is an
AMIGA A500 (one meg) ☐ A600 ☐
A1200 ☐ ATARI ST/STE ☐

**Name**

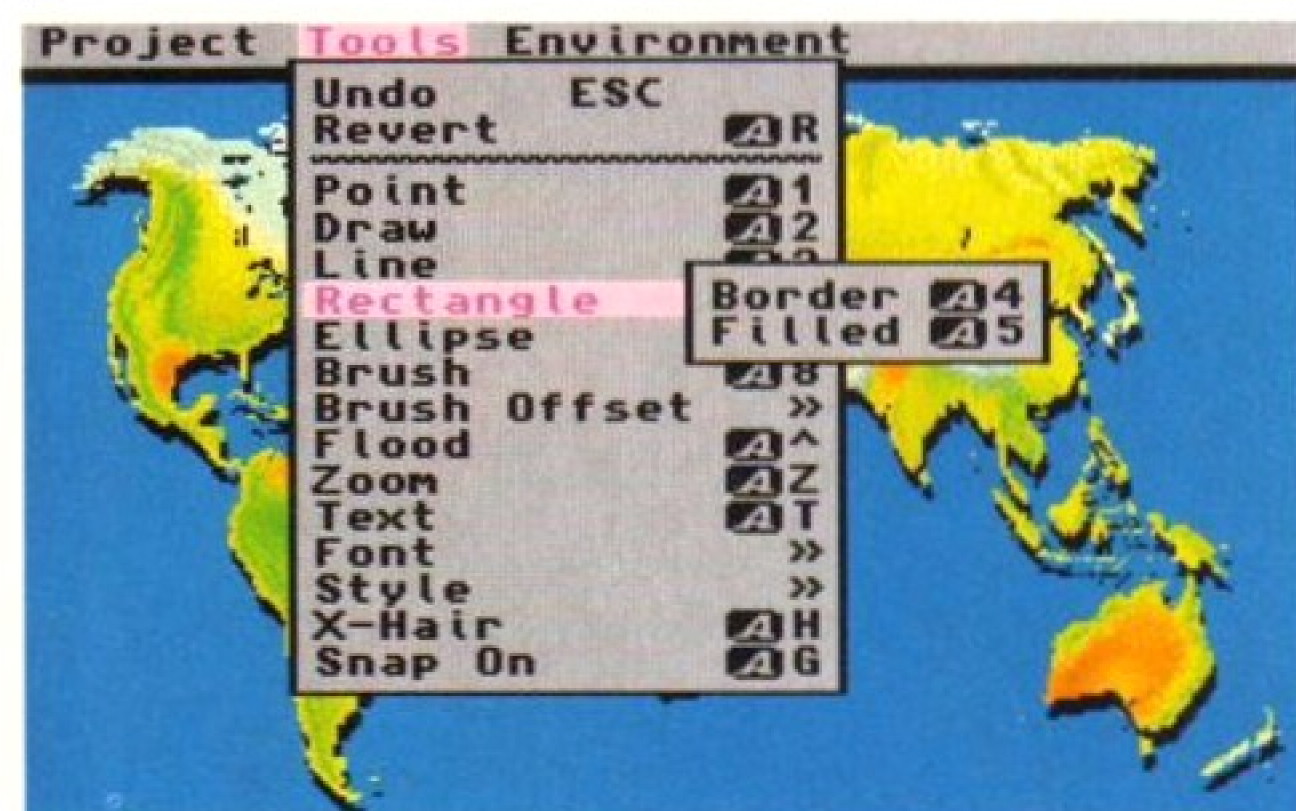
**Address**

I enclose cheque for ...... My Visa number is ......
Visa or Access orders: same-day dispatch Overseas please add £1 p&p

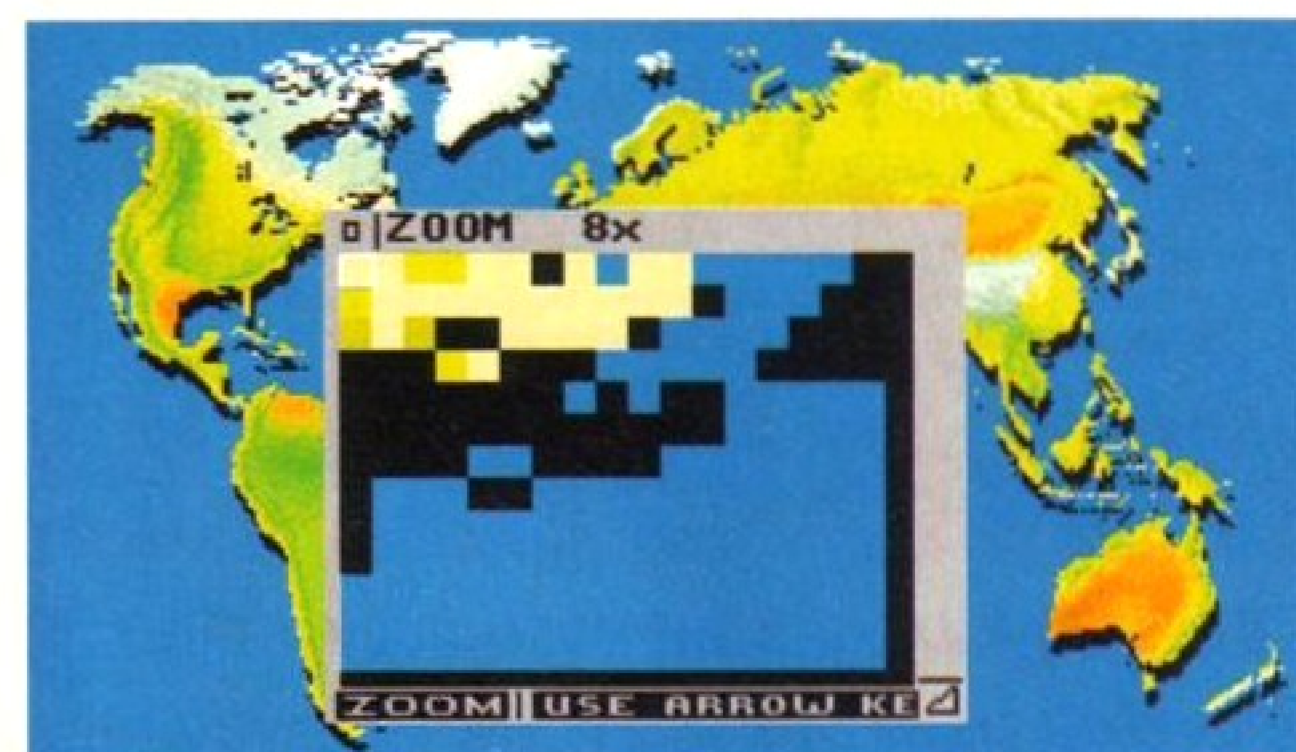
**TALKING BIRDS 0702 523607**
5 Minster Close Rayleigh Essex SS6 8SF

# RPAINT

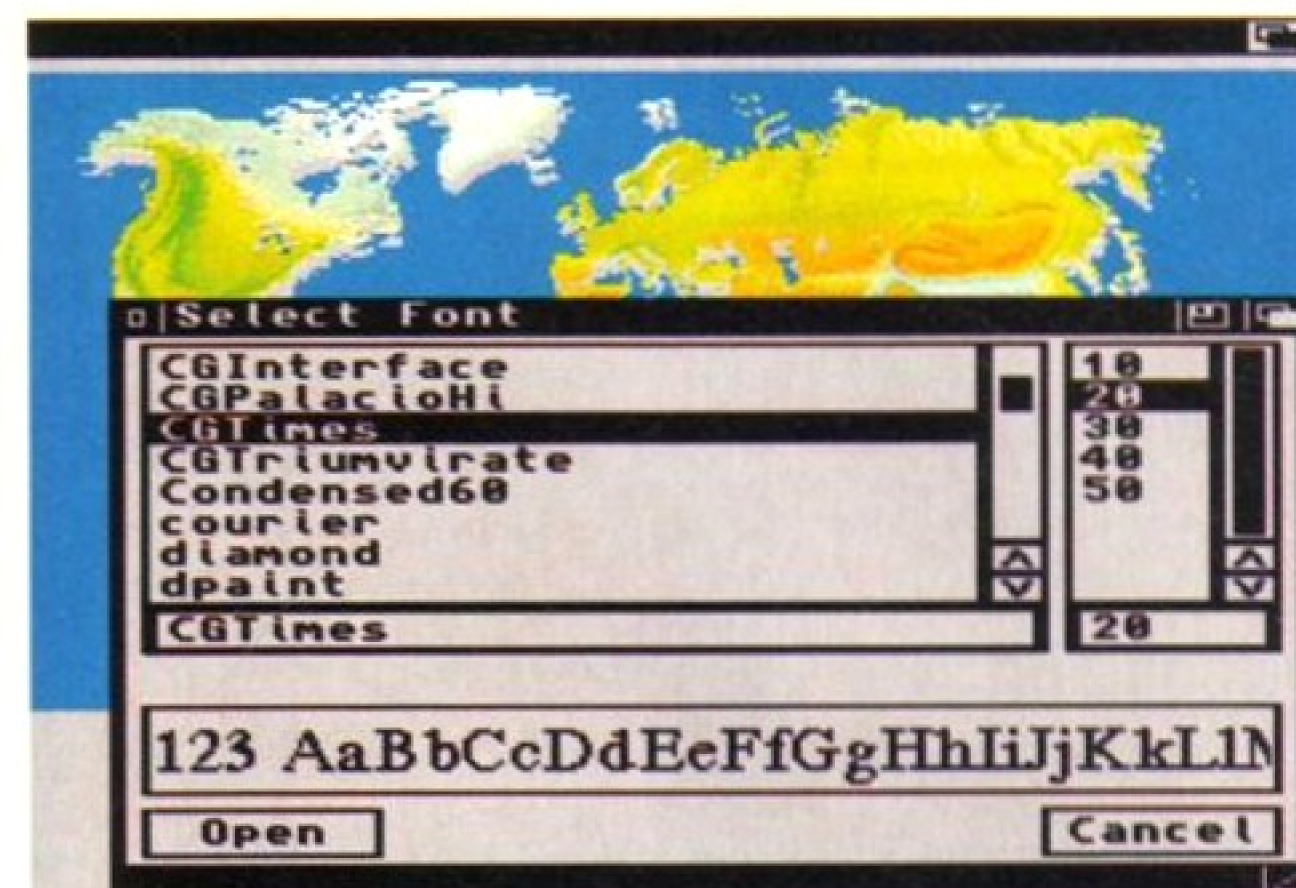
**Just another art package, or an invaluable new tool? Nick Veitch is the man at the easel...**




The drawing tools menu is not terribly big, but size isn't important.




A zoom function which works and is reasonably fast – at last!




Fonts are supported, including Compugraphic scalable fonts via Workbench.




Recording your own scripts is a very simple matter.

**WHEN YOU BOUGHT** your Amiga it probably came with an art package, and even if it didn't, you've probably bought *DPaint* by now, anyway. So why should you need more software to do the same job? Well, *RPaint* does a different one.

If you were disappointed with *DPaint*'s lack of image processing controls, you may have graduated to *Art Department Pro* or *ImageFX*, or even splashed out on Cloanto's *Personal Paint*. But there is one other area in which *DPaint*, and indeed every other mouse-driven paint program is lacking – none have an ARexx port. This means you can't use ARexx, a versatile programming language, which most pieces of application software produced for the Amiga in the last year has included an interface port for.

**ARexx is a** language which not only performs normal programming tasks, but it can also be used to transfer data between applications and control others. And this is where *RPaint* comes in – every drawing action in *RPaint* can also be performed by an ARexx script. That is the whole point of it.

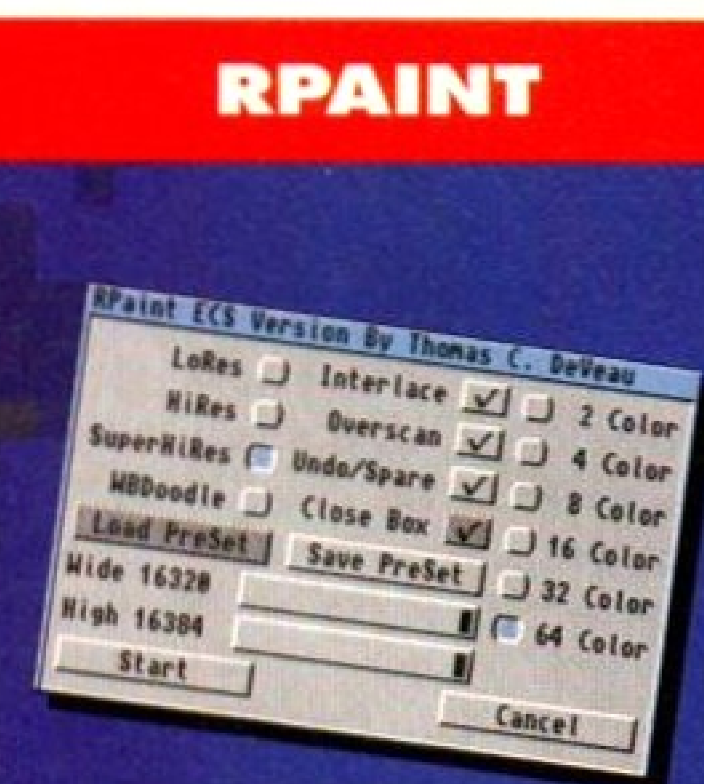
Not only that, but *RPaint* also has a macro recording facility, so that you can record a series of paint actions and *RPaint* will create a script of ARexx commands to perform those actions. The scripts can then be run via the Shell using the RX operator. If desired, the scripts can locate and run *RPaint* itself. No real knowledge of ARexx programming is required, but of course that is not the point.

*RPaint* can open a variety of different screens, including Super Hi-res and a Workbench screen with up to 64 colours. This means it supports full ECS modes, but not AGA or HAM ones, although it will run perfectly well on an AGA machine. *RPaint* can even open oversized image areas to a resolution of 16320 x 16440, if you happen to have 15Mb of Chip RAM.

**The painting tools** are rather primitive with basic line, ellipse, rectangle and fill operations and a brush function. So what is the point of it? Well, as a fully compatible ARexx program it is able to communicate with other tasks. This means other software, or even your ARexx tasks, can use *RPaint* as an external graphics output. You could make scripts so your ARexx spreadsheet could generate its own graphs, you could link your ARexx statistics program to plot points, or you could even automate some image cropping functions using the Brush and Segment operators.

*RPaint* also includes a GetPixel function, so you can even load pictures and perform other operations, based on the presence or absence of particular pixels, such as decoding satellite pictures. *RPaint* is not a replacement for your current paint program, but it is a brave step forward in the fight for global ARexx acceptance.

## RPAINT




**DESCRIPTION**
ARexx driven paint program

**MANUFACTURER**
Megagem, 1903 Adria, Santa Maria, California 93454, USA

**DISTRIBUTOR**
Megagem (0101 805 349 1104) or MicroPace (0753 551888)

**PRICE**
$86.95 (inc postage)

**RELEASE**
Out Now

**SPEED** ●●●●
Pretty fast – gives *DPaint* a run for its money.

**MANUAL** ●●●
A bit short, but well-written with full details of ARexx commands.

**ACCESSIBILITY** ●●●
You could use it without instructions, but you'll need to learn ARexx.

**FEATURES** ●●
The painting tools are a bit primitive, but are quite useable.

**VALUE** ●●
A bit pricey, but if you're prepared to wait – order it from the UK.

## VERDICT

**“ Although it's an essential tool for ARexx programmers, the merits to other users are dubious. Perhaps the next version will offer more tools and control. ”**

# 64%

**THIS PROGRAM IS** the reason I'm editor of *Amiga Format*. Strange but true. If I had never needed this program I would never have bought my first A500 way back in 1988. And if that had never happened, I would never have applied for a job on *AF*.

It was simply that my record collection had gotten too big. I had reached the embarrassing phase of going out and buying records I already owned. The Stones' *Sticky Fingers* (in zipper sleeve, £3 at a car boot sale) was first, but more soon followed. The obvious answer was a handy printout of all the records I owned, indexed in artist order. A quick flick through the first few of issues of *ST Amiga Format* convinced me that both machines had the power to do what I needed, but the Amiga had better games.

So off I went to my local dealer, and after explaining my dilemma, he immediately recommended *Superbase Personal*, which was heavily discounted at a bargain £60. A few days later a copy of *Superbase* arrived at my house and my Amiga odyssey had begun.

Imagine how surprised I was, five years later, to open up and install *SBase Personal 4* to find that very little has changed. The box is nicer (it counts to some people) and the manual is much more comprehensive and professional.

The package spans two disks instead of one, and this time it includes a hard disk install program. Sure, the look has been upgraded to Workbench 2 style 3D buttons, gadgets and requester, but the interface is exactly the same. This time though, AGA modes are supported .

Nevertheless, *SBase Personal 4* is a slick and powerful program. The features sheet shows a whole host of improvements which it has accrued over the years since Version One appeared in 1986. Possibly the most




The Form View is by far the most attractive way of accessing data stored in an *SBase* file (unless of course your form is as foul as ours). The control panel at the bottom allows the user to flick forward and backwards through the cards one at a time or on Fast Forward. The '?' enables a search on Key Fields, to go directly to the record you wish to see.

# *SBase 4* PERSONAL

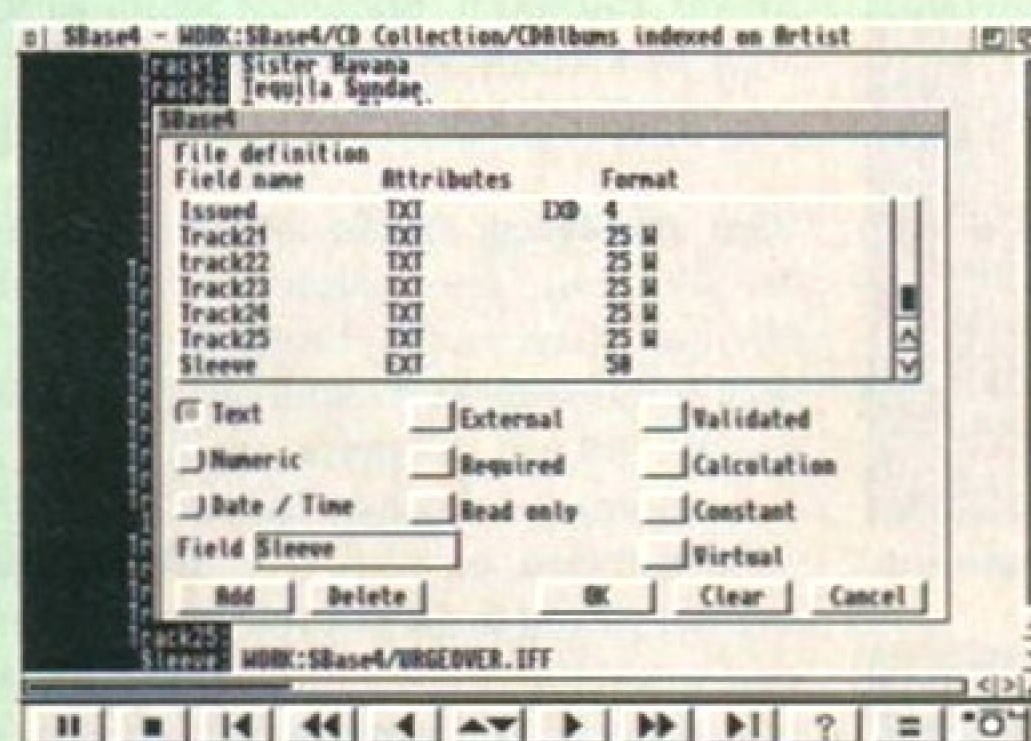
**The Superbase databases are one of the Amiga's longest running ranges of programs, challenged only by PageSetter and DPaint for longevity. Now renamed SBase, and in a new version, can the latest incarnation live up to the standards of its predecessors? Marcus Dyson gets his hands on SBase 4.**

## SBase... the final frontend!

**Superbase's power is very easily accessed. Data is entered in the Primary Work Surface area, which is the SBase equivalent of the Workbench, and takes the form of an intuition window. Once data is entered and stored it can be scrolled through, and viewed using the video recorder style control panel which occupies its own window.**

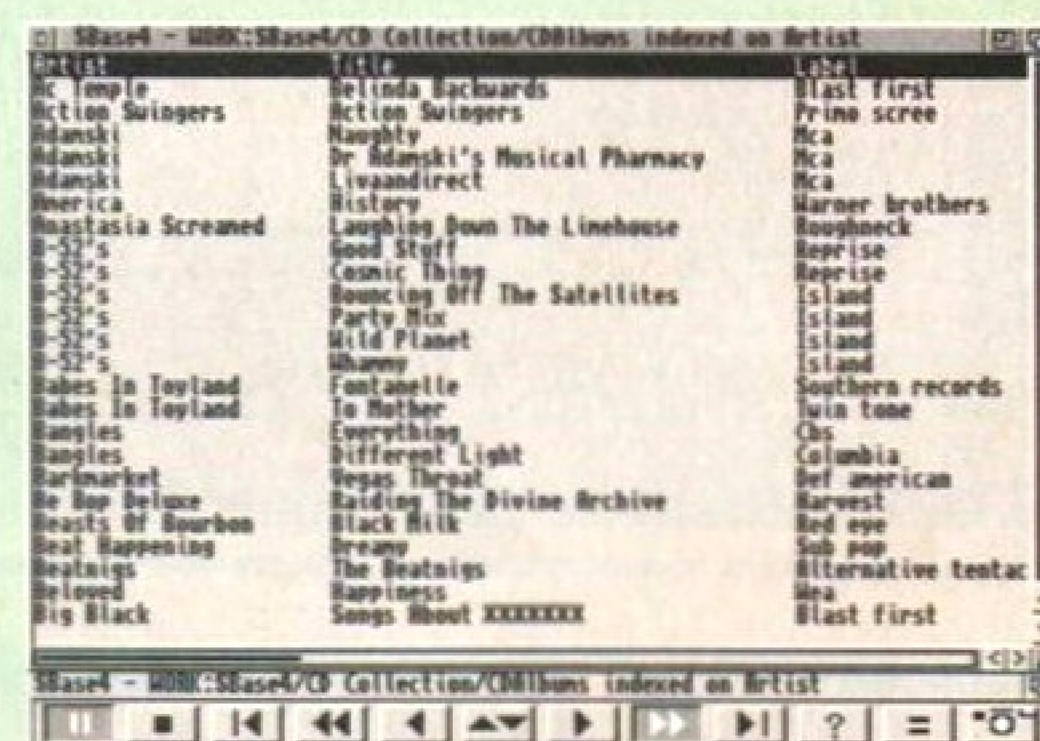
**Beneath this there are a number of powerful features on what Oxxi describe as the Secondary Database Management Surface. This jargon-laden name refers to SBase's ability to export and import data from other databases (even on remote machines, using the Comms option), query other files, perform global updates and produce reports. All very impressive stuff, aimed primarily at the semi-professional market.**

**But none of this concealed power makes SBase 4 any more difficult to get started with, it's as easy as this...**




**1** The first step is the definition of your record's fields. This is very important, and it is worth considering your requirements seriously, on paper, before you begin entering parameters into the machine. Although, should you make a mistake, you can always delete your set-up and start again.

You must also decide what field you want your database to be indexed on, otherwise the package won't be able to put the data in order, and you won't be able to retrieve it.




**2** Once you have designed your record and defined the fields, it's time to start entering data. This is the really tedious bit of databasing. If you can bribe your little sister or brother into doing it, do!

*SBase* has many features designed to make data entry easier, such as automatic word capitalisation, but some of them are restricting. Fortunately *SBase*'s system is very forgiving, and any errors you make during data entry can be corrected at any point in the future.

important of these is the Form Designer. It was previously possible to include pictures in *Superbase* files, but only as an External File in their own intuition windows. Now pictures can be integral parts of documents if you use the Form View.

Another significant new feature is the ability to store sound files as part of a record. This is especially good for CD indexing, which is what I'm using my *SBase 4* for. Also new is the Comms section of the program, which allows you to transmit and receive files via a modem while still in *Superbase*.

This is a strange feature given the Amiga's multitasking nature. But it may be an artifact of *SBase*'s multi-platform origins. And on that subject, *SBase*'s files are transferable with any of the *Superbase* range of applications, on any platform.

**The first part** of creating any database is the data entry. It is this onerous task which gives databases their poor reputation for being boring. To begin this you must create your record, defining the fields, field lengths, types and so on. *SBase* has great flexibility here, the number of fields in your database is limited only by your available RAM. Once you have defined your record, you can begin data entry, and this is where the first of *SBase*'s failings show up.

After entering the last field of a record and pressing return *SBase* asks if you wish to save the record. Pressing Yes affirms and the record is saved to disk. Then *SBase* puts up a requester asking if you wish to keep entering data. The thing is that occasionally this requester fails to appear.

The problem is a small one, and easily overcome by using the right Amiga and N key combination. But it niggles none the less, especially since entering large amounts of data is such a mechanistic task. You really want to get into a steady rhythm, without intermittent hassles like this.

The record definition window has several features designed to make data entry easier, but these can hinder rather than help. The Capitalise Field and Capitalise Words options are very nice for names and titles, but both options are exclusive. If you ask it to capitalise words, it will, but it won't let you add your own capitals, so computer words like MicroProse simply can't be done. If you place something in brackets, it takes the bracket to be the first character of a word, so you have to leave a space if you wish the first word in brackets to be capitalised.

This time saver is best ignored, which is all very well if you realise this before you start entering your data. If, on the other hand, you discover it half way through your data entry, you can go back and edit your record definition, but this doesn't affect records already entered. If you decide to add more fields to your records, it is easily done, but new fields always follow those already established, so they can't be inserted half way through a record.

This can be corrected in Form View. Indeed, Form View is the best way of displaying data and interfacing with databases. All of *SBase*'s power can be accessed through the more utilitarian views, in fact they are ideal for day to day database management. But if you want to present your data in a more accessible and attractive manner, the Form Designer is a boon.

The Form Designer section of *SBase 4* not only allows attractive presentation of the database's information, it also makes for interactive data retrieval. Using Form Designer to create a frontend to your database makes the application far more accessible. You can also limit the number of fields which are displayed in the form, so sensitive information, or boring fields used merely for indexing, can be omitted.

**When I first** loaded *SBase 4 Personal* and saw the familiar controls, I was disappointed. It looked like little had changed in five years. But after a couple of hours use I began to delight in the old warhorse's ease of use, and new powerful features. Richard Baguley didn't want to review this: "Databases aren't very interesting," was his reason for turning it down. When I see my CD collection flash before me, displaying a scan of each cover and playing a snippet of each track, I have to disagree with him.

*SBase Personal 4* is such a powerful and flexible database management system, it is difficult to see who might need the even more powerful, and more expensive Professional version. Considering that it works with a 512K single floppy machine, only the price (and the Form Designer) stop it getting Format Gold.

## SBASE4 PERSONAL




**DESCRIPTION**
Database Management System

**MANUFACTURER**
OXXI Inc

**DISTRIBUTOR**
Meridian 081-543 3500

**PRICE**
£149.95

**RELEASE**
Out now

**SPEED** ●●●●
Normal functions are lightning fast, re-organising a file isn't.

**MANUAL** ●●●●●
Excellent! No other word would do justice to this large tome.

**ACCESSIBILITY** ●●●
The VCR controls are easy, but the Form Designer is baffling.

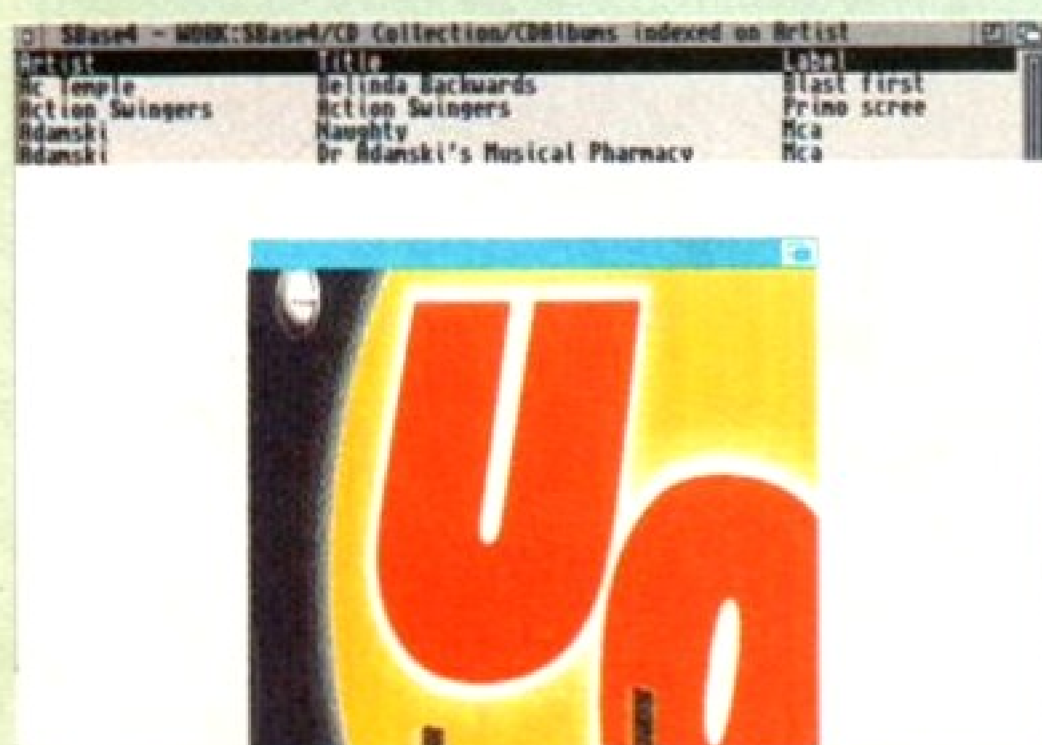
**FEATURES** ●●●●●
I can't think of any extra features the enthusiast could want.

**VALUE** ●●●
Expensive, but very good. This much power isn't ever cheap.

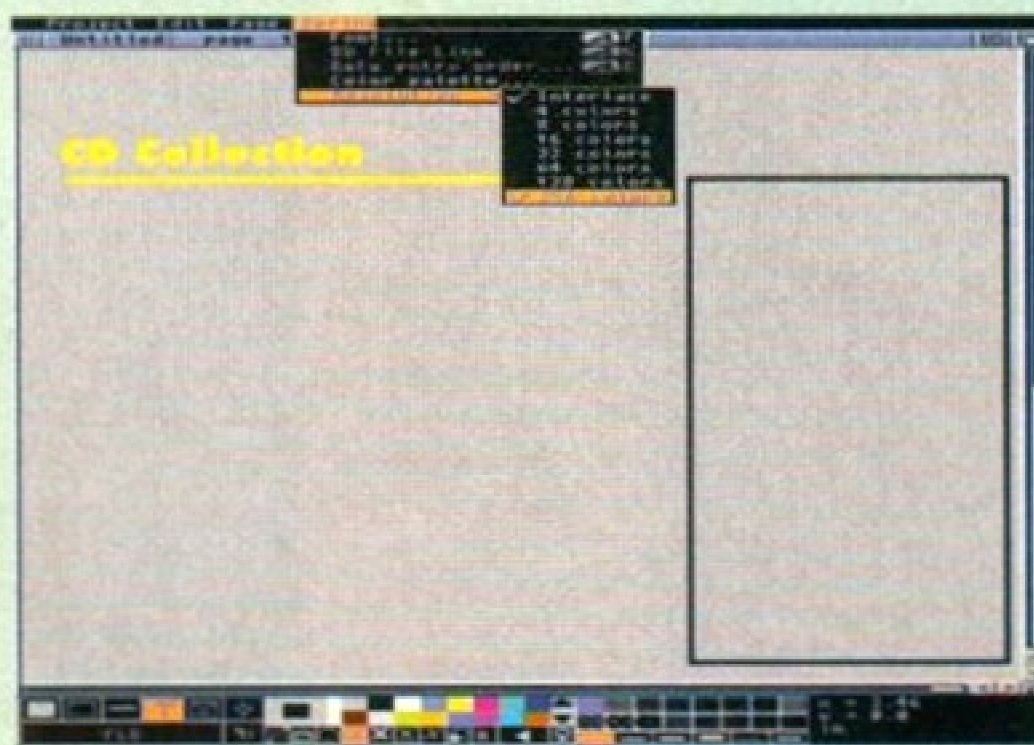
## VERDICT

**" Accessible, flexible and powerful. This really is a superb item of software. If only it were a little cheaper, and had a decent Form Designer interface... "**

# 89%



**3** **Pictures and sounds (or samples) can be incorporated into *SBase* files. They take the form of External Fields, which are defined when you create your record. These are Text Fields, into which you put the path of the file you want to be displayed (or played in the case of samples). Pictures displayed in this way are displayed in their own intuition windows, as shown above. If you want to truly integrate them you must use the Form Designer.**




**4** **After all that keyboard tapping comes the artistic bit. The Form Designer is where you can apply your talents to make your data look nice. A well-designed form makes the data much more accessible.**

**The Form Designer operates in a fashion somewhere between that of a paint program and a DTP package. *SBase*'s Form Designer is powerful, but not very intuitive. The icons are awful, but the manual explains their uses well.**

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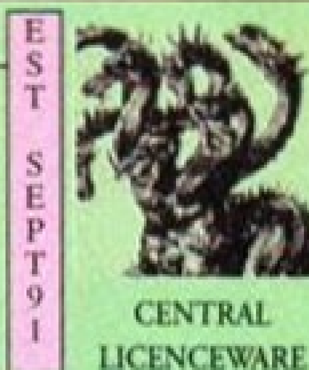
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(No.) = HOW MANY DISKS TO ORDER, EG (2) = 2 DISK PACK

### DEMOS

D1...Mental Hangover
D2...Interceptor Demo
D4...Wild Copper
D10...17Bit Music Demos
D11...World Demos 21
D13...Total Remix Demo
D14/15...Predators (2)
D20/21...Red Sector (2)
D24/25...New Tek Reel 3 (2)
D26...Total Remix 2 Demo
D27...TV Theme
D30...Epic Demo
D34...PD Collection
D36...Virtual Worlds
D37...Vectra Sinking Demo
D38...TFF Demo Voyage
D40...Safy Demo
D59...Video Effects 3D
D64...Cult Vector Dance 2
D68...Phenomena Demo
D70...Amos 3D Demo
D74...A Trip to Mars
D76...A2000 Genlock Demo
D81/82...Budbrain 1 (2)
D83...Budbrain 2
D85...Crionics Neverwhere
D87...Piranha Demo
D101...Alcatraz M/Demo 3
D102...A Chaplin Demo
D103...Total Destruction
D105...Mr B Demo Comp 4
D106...Walter S.T Demos
D111...Defcon 1
D117...Aurora M/Demo
D118...Cult M/Demo 2
D125...Precise Demo
D133...Fascination
D136...Goldfire Megademo
D137/138...So What (2)
D139...Devils "No Reality"
D144...The Silents "Ice"
D145...Crystal Symphonies
D148...Ray Of Hope 2
D149...No Brain No Pain
D158/159...Cyborg Demo (2)
D195...Coaxial Comp
D197...MC Disk 1 Coma
D199...End Of Century 1999
D206...Dreamers 3
D208...Avengers M/Demo
D216/217...Bass o Matic (2)
D218...Disorder Demo
D219...Tuff Enuff
D225...Cool Fridge Demo
D226...Hardcrack M/Demo
D233...Hypnautic Hammer
D235...Six of One Demo
D238...Planetside
D239...Lemmings Revenge
D240...Total Respray
D243...Budbrain 3
D244...Phenomena Inerspace
D245...Total Retrial
D247...Pulling the Trigger
D253...CES Demos
D256...Total Recount
D257...Total Rebate
D262...Spasmolytic
D264...D-Mob M/Demo
D267...Sun Connection 2
D270...Kefrons The Wall
D271...Timex Hydra
D272...Electric Demos 1
D274...Defpackers Demo
D276...Cave La Weird
D279...Iraqui Demo
D280/281...Delerious (2)
D290...Popeye Demo
D292...Excalibur Demo
D298...Silents + Anarchy
D301...Subway Demo
D302...Tarot Demo
D303...Despair Demo
D307...L.S.D Demo
D312...Devils Colours
D314...Trakmo
D315...The Groove Ramjam
D322/323...Star Wars (2)
D325/326...Real Empathy (2)
D328/329...Red Dwarf (2)
D330...Darkness M/Demo
D332...Melted Experience
D333-337...Odyssey (5)
D338...Beastie Boys Demo
D340...Watchman Demo
D341...Anarchy Smoker Co
D342...Ed 209 The Revenge
D343/344...Hardwired (2)
D346...Wildfire M/Demo
D347...Mindwarp M/Demo
D348/349...Skizzo Demo(2)
D350-352...Teace Team(3)
D358...Mr Men Stories
D359...Seeing is Believing
D360...State of the Art
D361...Mayday Resistance
D362/363...Jesus on E's(2)
D364...Fish Tank
D365...Optimum Pressure
D366...Mind Riot
D367...In the Can Demo
D368...Dynamic Illusions
D369...Piece of Mind
D370...3D Demo 2
D371...Lethal Exit

### UTILITIES

U1...Games Music Creator
U21...The Comms Disk
U32...Modem Utils
U34...Red Devils Utils 1
U36...Soundtracker Special
U38...Paint, Music, Media
U39...Card Designer
U40...Spectrum Emulator
U41...Red Devils Utils 4
U43...Future Composer
U44...Kefrons Makeboot
U45...PE Giant Utils 168
U47...Label Designer
U49...Ultimate Icon Disk
U50...Power Comp Utils
U51...Jazz Bench
U55...Visicalc
U57...Quickbench
U59...Font Designer
U60...D-Paint Fonts 1
U61...D-Paint Fonts 2
U62...Med 3.20
U63...Direct Anim Creator
U64...Crossword Designer
U66...CLI Help + Others
U67...S/Tracker Mega
U68...Ultimate Boots 1
U69...Ultimate Boots 2
U73...Powerlogo
U74...M-Cad
U75...Journal Home Acc's
U76...Home Utilities
U77...Electrocad
U78...Ami Base
U81...Bootbench V2.0
U82...Slideshow Maker
U83...Catalog Workshop 1
U84...Catalog Workshop 2
U87...Hard Disk Utils
U89-94...Amateur Radio (6)
U95...C-Light + Others
U96...GFX Utils 1
U100...Ham Lab
U101...Sid V2.0
U108...A-Gene
U113...Midi Utilities
U118/119...Video Utils (2)
U132...GFX Utils 2
U133/134...North C (2)
U136...CrossDoss (demo)
U138...Squid Squad Utils
U139...Terminalities V1.0
U140...Squash 1 (2.04 only)
U141...Squash 2 (2.04 only)
U142...Text Plus 3
U144...Dennis Samples 1
U145...Digital Intro Design
U146...Viz Clip Art
U147...Spectrum Emulator
U151...Slipstream V/Killers
U152...Red Devils Utils 6
U154...Amigafox W/P
U155...P.D Utils Docs Disk
U163...Quickbench + (2.04)
U164...Rim Database
U166...Dennis's Hack Disk
U167...Demolisher Utils
U168...Home Business 3
U172...Squelch (1.3 only)
U176...GFX Utils 3
U177...Star Charts
U179-180...Dice (2)
U181...Celtic Demo Maker
U186-206...Track Ins 10-30
U207...Icon Collection 1
U208...Dave Jones Fonts 1
U210...Ultrapaint 3
U211...Chemesthetics
U212...Animated Pointers
U213...Desk Top Publisher
U214...Deskbench Icons
U215...Messy Sid 2
U216...Master V/Killer 2.2
U218...Data Base Wizard
U223...Ten Pin Database
U224...Q-Base Database
U226...Games Solutions 1
U231...D-Paint Fonts 3
U232...Games Cheats 2
U234...Flexi Base
U235...Ami Cash VI
U238...Iconmania
U240...Icon Editor
U252...Opticomms 2.0
U254...New Superkillers 2
U255...Protracker v2.0
U256...Atari ST Emulator
U258...D-Copy 3
U262...PC Emulator
U263...Med 3.21
U273...Vidi Fonts 1
U274...Illinoi Labels
U275...600 Business Letters
U279...Invoice Printer
U280...Woman V2.02D
U283...Headline Fonts
U289...Amos Updater
U290...Kickstart 2.04
U292...Black Tiger Utils 1
U293...Black Tiger Utils 2
U294...Text Engine V4.0
U295...Game Tamer
U296...Ultimate Disk Crea
U297...10 PD Copiers
U298...Protracker V3.0

### GAMES

G1...Return to Earth
G2...Games Comp 5
G3...Dizzy Lizzy
G4...Scum Haters
G5...Parachute Joust
G6...Frantic Freddie
G8...Twintris
G9...Pseudo Cop
G10...Drip
G11...Bug Bash
G12...Asteroids
G13...Llamatron
G14...Escape From Jovi
G15...Moria Adventure
G16...Ground Attack
G17...Megaball
G18...Insiders Club
G19...Various Adventures
G20...Battleforce
G22...Dragon Cave
G24...Rings of Zon
G25...Mayhem
G26...Mechflight
G27...The Tennis Game
G28...Flaschbier
G29...Buck Rogers
G30...Greyslayer
G31...7-Tiles
G32...Mega Comp 1
G33-34...Star Trek 1 (2)
G35-37...Star Trek 2 (3)
G38-39...Mechforce (2)
G40...Klondyke
G42...Car
G43...Games Comp 2
G44...S.E.U.C.K Games
G45...Sacc Games Comp
G46...Games Comp 3
G48...Rays Game Disk
G49...Games Comp 4
G50...Games Comp 6
G51-52...Trucking (2)
G53...Jetpac
G55...Quick and Silva
G56...Miniblast
G57...Lamer Game
G58...Games Comp 7
G59...Games Comp 8
G60...Pom Pom Gunner
G61...Caverunner
G62...Crystal Caverns
G63...Intact
G64...Eternal Rome
G65...Lemmingoids
G66...Downhill Challenge
G67...Lame ST Ports
G68...Paranoid
G69...Puggles
G70...Chainsaw Death
G71...Pirate Pete's Treasure
G72...Serene 2
G73...Castles
G74...Dynamite Dick
G75...Card Games 1
G76...Wizzy's Quest
G77...Growth
G78...Skate
G79...Atic Atac
G80...Napoleonic Sim
G81...Project 1
G82...Lazer Zone
G83...Lemmings Pack
G84...Star Trek S.E.U.P
G85...Lettrix
G87...Matched Pairs
G88...Raphaels Revenge
G89...Snake Pit
G90...Zeus
G91...Merv The Merciless
G92...Blizzard
G93...The Maze Game
G94...Subculture
G95...Hollywood Trivia
G97...Shootout
G99...Holy Grail Adventure
G100...Amos Coindrop
G101...Classic Comp 1
G102...Card Games 2
G103...Super Skoda Chall
G104...Grand Prix Sim
G105...Games Comp 9
G106...Computer Conflict 2
G107...Mission X Raid 2
G108...NU Game
G109...Antep + Slot Cars
G110...Tricky + The Turn
G111...Marble Slide
G112...Games Comp 10
G113...Black Jack Lab
G114...Dungeon of Madroj
G115...Amiga Columns
G116...Robocop In Iraq
G117...Mutant Camels
G118...Games Comp 11
G119...Number Fumbler
G120-122...Warlock (3)
G123...Card Sharp 1
G124...Bart Simpson
G125...CC Games Comp
G126...Air Ace 2
G127...Breakout Con Kit
G128...Pipeline
G129...Dung of Doridian
G215...Amos Games 1
G212-214...Timelords 6-8
G132...Peters Quest
G133...Star Trek 3
G134...Piperider
G139...Door To Door
G143...Solid Quad
G144...Omega Race
G145...Mission X Raid 3
G146...Trek 73
G147...Wack In Wonderland
G148...Squats Revenge
G149...Sky Fight
G150...Wet Beaver
G151...Airmania
G152...Wizard World
G154...Totally Frantic Quiz
G155...Chess V2.0
G156...Smash Telly
G159...Billy The Dragon
G160...I-Ching
G161...E-Type
G162...TomCat
G163...Sea Lance
G164...Dizzy Diamonds
G165...No Mans Land
G166...Word Square Solver
G167...Cross Fire
G168...Wastelands
G170...Space Blitz
G171...Crazy Sue
G172...Make A Break
G173...Squamble
G174...F-1 Challenge
G175...Othello
G178...Evil Dead Game
G179...Trainset
G180-181...P Comps 1+2
G182...Diplomacy
G183...Tractor Beam
G184...Motor Duel
G185...Game Boy Tetris 2
G186...Water Works
G187...Act Of War
G188...Mutants Games
G189-193...Timelords 1-5
G194...Nirvana
G195-196...Neighbours (2)
G197...Amoeba Invaders
G198...Game Boy Tetris 1
G199...Tetren
G200...Battlecars 2
G201...Dr Mario
G205...Ashido
G205...Cheats Disk 2
G206...Cheats Disk 3
G207...Next Generation
G208...Airport
G209...F.R.A.C.
G210...The Golden Fleece
G211...Legend Of Lothian

### SLIDES

S1...Ham Pics Show 1
S4...Madonna Slides
S5...Moviestar Slides
S6...Party Disaster
S8...Immaculate Collection
S9...Simpsons Slides
S10-11...Channel 42 (2)
S12...Bruce Lee Slides
S14...Addams Family
S15...Viz Mag Slides
S16...Boris 13
S17...Docklands Jarre
S18...Dr Who Demo
S19...Napalm Death
S20...Nasa Slides
S21...Exodus 3D Slides
S22-24...WWF Slides (3)
S26...Cascade Demo
S27...Demons Slides
S28...Total Recall
S29...Joe's Slides
S30...Ham Pics Show 2
S31...D-Paint Slides
S32...Neighbours Slides
S33...Roger Dean Slides
S34...Iron Maiden Slides
S35-36...Tobias Richter (2)
S37...Joe Tris Slides
S38...Basket Case 2
S39...Eces Slides
S40...Fraxion Devine 2
S41...Fraxion Devine 1
S42...Golems Gate Slides
S43...Chainsaw Slippers
S44...Cry For Dawn
S45...Forgotten Realms (2)
S47...Kick Off 3 Slides
S48...PD Slideshow
S49-52...Terminator (4)
S53...Robocop 2 Slides
S54...Trackmaster Slides
S55...Forgotten Realms 2
S56...Garfield Slides
S57...Pawnbroker Slides
S58...Hellraiser Slides
S59...Night Breed Slides
S60...Raytracing
S61...Horror Slides
S63...Tate Gallery 2
S64...Rock Star Manager
S65...Images Slides
S70...Muscle Mania
S71...Creature Comforts
S72...The Wonder Years
S73...Watership Down
S75...Ferrari 348 Pics
S76...Belinda Carlisle
S77...Cher Slides
S79...Freddies Dead
S80...Wendy James Slides
S81...The Invisible World
S82-83...Terminator 2 (2)
S84...Fantasy Pics
S85...Gulf War Slides
S86...Magical Pics
S88...Gulf War Tribute
S89-90...S/Thing Fishy (2)
S91...Eldorado Slides

### ANIMS

A1...Probe Sequence
A2...Ghost Pool
A3...Jogger + Magician 1
A4...Gymnast Demo
A5...Fractal Flight
A6...Basketball Demo
A9...Magician 2
A10...Pugs In Space
A11...Luxor Teenager
A13...Juggler Demo
A16...Cool Cougar
A17...Mono Cycle Anim
A18...Robocop Anim
A20...Mayhem on Wheels
A21...Jugette 2
A22...Shuttlecock Anim
A23...T-Pot Anim
A27...Fleet Manouvre
A28...Billiard Anim
A29...E/Prise Leaves Dock
A30...Star Wars 2 Anim
A31...Star Trek Anim
A32...Fraxion Revenge
A34...Madonna Anim
A35...Stealthy Anims 2
A36...Raiders Of The Lost Ark
A37...Bugs Bunny Show
A38...Iraq V's UK Anim
A39...Mike Tyson Anim
A40...Knight Anim
A42...Walker 2
A43...Walker 3
A45-46...Light Cycle (2)
A47...Exploding Head
A48...Police Car Chase
A49...Top Gun Demo
A50...Animators Demo
A51...5 Ways to Kill a Mole
A52...Another 5 Ways
A53...Batman The Movie
A54...3D Spaceship
A55...Mr Potato Head
A57...Camouflage
A58...VGA Anim 4
A59...Low Level Flight
A63...Amy V's Walker
A64...Real Pinball Anim
A65...Franklin The Fly
A66...Porky Pig Anim
A67...Adventures of Chuck
A69...Bunsen Burner
A70-71...Max Overdrive (2)
A73...Spaceshuttle Anim
A74...Ghostbusters + Horse
A76...Alarm Anim
A77...Flight Anim
A78...Piano Anim
A79...Dart Anim
A80...Bad Bird Anim
A81...Holiday Anim
A82...Fillet The Fish
A83...The Boings
A84...Clothes Peg
A85...Miners Anim
A86...Pocket Watch Anim
A90-93...The Movies 2 (4)
A95...My Tin Toy
A96...T-Pot 2 Anim
A99...Terminator 3
A100...Dolphin Dreams
A101/102...Thunderbirds (2)
A103...Histor Of Amy
A104...Pogo Anim (2 Meg)

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CLE01.....DINOSAURS (LEARN ALL ABOUT CERTAIN TYPES OF DINOSAURS I.E. JURASSIC, TRIASIC AND CREATACEOUS, ON 2 DISKS £4.50)
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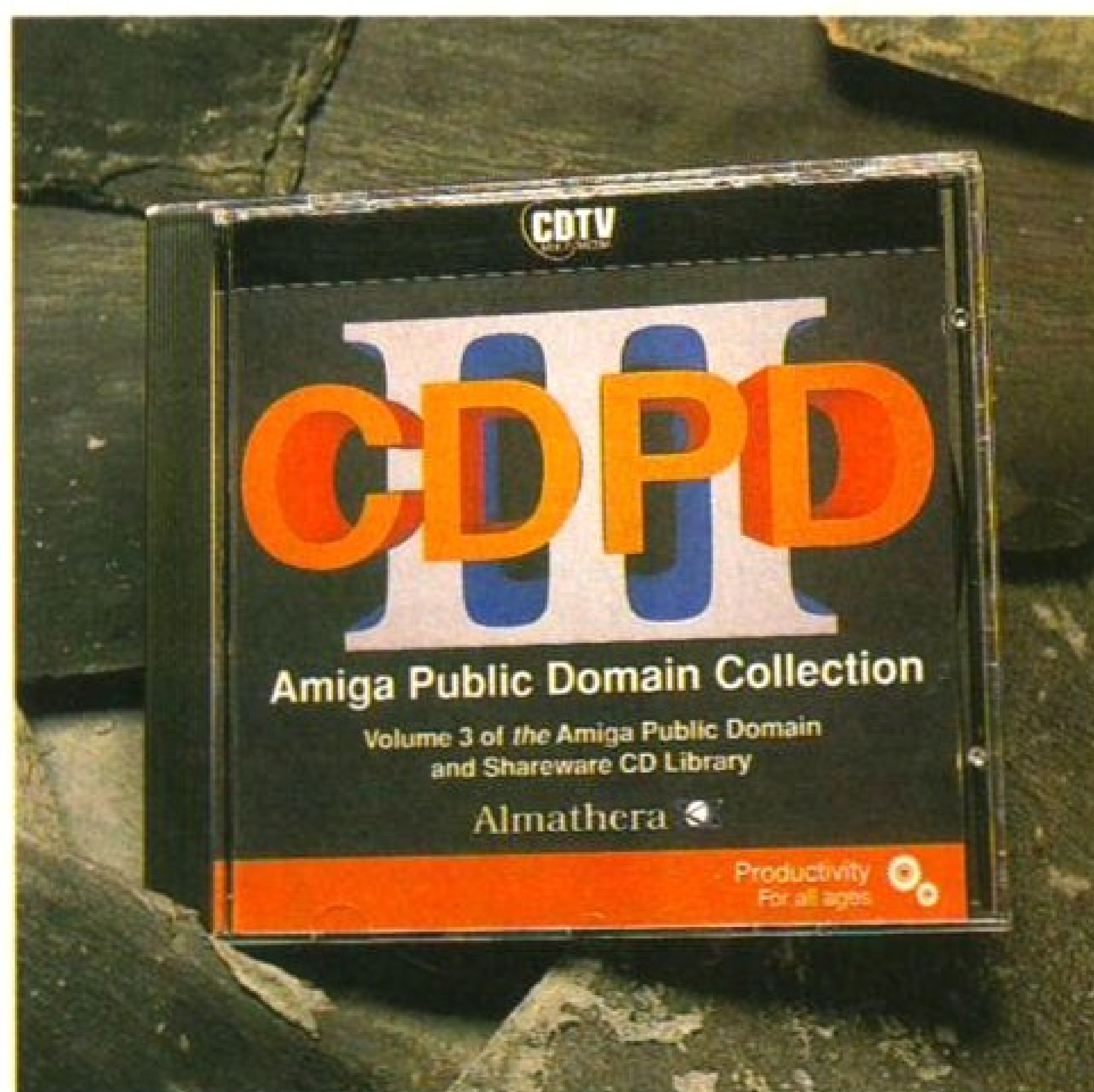
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**Some people may be overwhelmed at the thought of 600Mb of files, but Richard Baguley can easily cope with the latest offering on Compact Disc from Almathera systems.**




The Almathera Systems *CDPD III* is packed with all sorts of goodies from classic books to pictures of pigs, clip art and a whole host of fonts.

# CDPD III

**THIS IS A** big CD. Not in the physical sense, as it's the same 5.25-inch diameter as the rest of them. But if you stick it in your CDTV, A570 or $CD^{32}$ you gain access to a whole new digital world, filled with such wonders as the complete text of Herman Melville's epic book *Moby Dick*, a selection of DEM files for use in fractal landscape programs such as *Vista Pro* and *Scenery Animator*, and many more.

Almathera have been quietly producing some excellent CDs over the last few years, and this disc certainly won't do anything to tarnish their reputation. The other discs have had a specific theme, but this one is a bit more, erm, 'free form', with a wide array of files.

**There is no** specific subject and a compendious range of files have been included. $CD^{32}$ compatibility is also an important factor, but fortunately Almathera have included three versions of Workbench (1.3, 2.1 and 3.0), which means that this disk will work on a CDTV, A570 CD add-on and $CD^{32}$. When you boot up with this CD, it automatically detects what machine you are running on, and loads the appropriate version of Workbench. Neat huh?

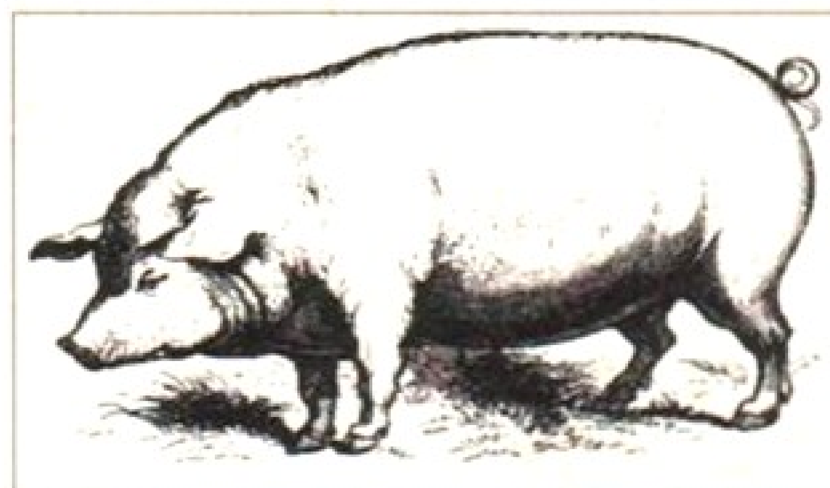
Also included on the disc is the *ParNet* software, which enables you to link together two Amigas via a special lead connected to the parallel ports of both machines, so you can use a CDTV as if it were a CD drive attached to a newer Amiga such as an A1200 or A4000.

As you can see from the list on the left, this disc contains a fairly eclectic collection of both programs and files. Some might regard the books as a space filler, but they could be very useful for educational purposes. Likewise some may wonder about the usefulness of the images, which include such gems as the insides of a hard drive and Almathera programmer Seb jumping out of an aeroplane.

It's also true that some of the clip art is a bit ropy, with some decidedly dodgy digitised images, particularly in the weapons section. Despite these minor problems, £20 for this CD is extremely good value, even if you only end up using a few of the files.



I've got absolutely no idea what this image is about, or of whom it is, but it's available in ECS, AGA and 24-bit modes on the *CDPD III* disc.



Among the compendious clip art section of the disk are some good animal images. A huge range of other images is also included.

## CDPD III CONTENTS

**This CD contains a bewildering variety of files. Here's a quick rundown of how much of each type of file is on the disc.**

**BBS – 63Mb of ready compressed Fred Fish disks, ready archived for use on a Bulletin Board System.**

**BOOKS – Hundreds of Public Domain books in ASCII format, ranging from Aesop to Wilde via *The Bible* and *The Egyptian Book Of The Dead*.**

**CLIP ART – 12.1Mb of black and white clip art on subjects ranging from animals to people.**

**FONTS – 5.2Mb of Compugraphic, Postscript and Amiga bitmap fonts to add style to your DTP.**

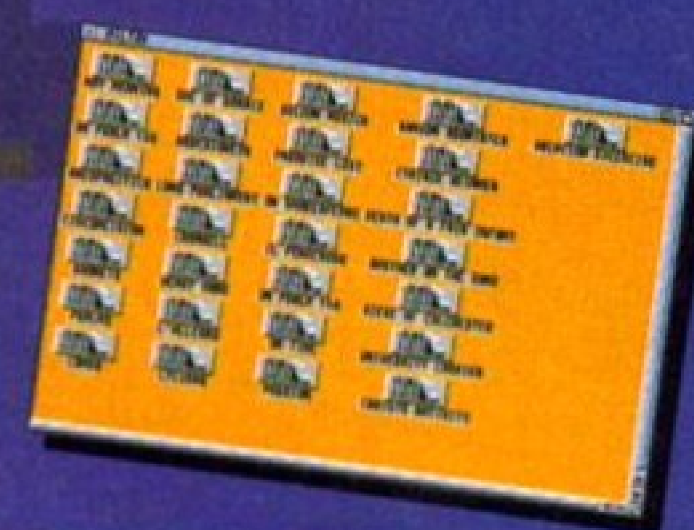
**FISH – Fred Fish disks number 761 to 890. A collection from this famous library in a ready-to-run format.**

**IMAGES – 128Mb of 24-bit, AGA and HAM images ready for use in DTP or image processing programs.**

**PD – 135Mb of PD programs on subjects ranging from AGA utilities to virus checkers.**

**VISTA – More than 30 *Vista* DEM files of various areas of the United States, including Honolulu and the Indian Hills.**

## CDPDIII



**DESCRIPTION**
Public Domain Compact Disc

**MANUFACTURER**
Almathera Systems

**DISTRIBUTOR**
Almathera Systems 081-683 6418

**PRICE**
£19.95

**RELEASE**
Out now

**ACCESSIBILITY ●●●●**
Versions 1.3, 2.1 and 3 of Workbench are included on the disc, so you can just shove it in your drive and go. Also included is the ParNet software, so you can connect two machines together.

**CONTENT ●●●●**
Plenty of variety, with files ranging from copyright free books to fonts to compilers, via Fred Fish disks, clip art and *Vista* files.

**VALUE ●●●●**
600Mb of seriously useful stuff for only 20 quid can't be bad. Expect to see this CD soon on a BBS near you.

## VERDICT

**" A somewhat weird, and often intriguing, mixture of files, but it's a good source of clip art, and would be a good disc to stick on a Bulletin Board System. Good value. "**

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JAMES POND 2
JAMES POND 3
JURASSIC PARK
LIBERATION
LOTUS TURBO TRILOGY
LITTLE DEVIL
MICROCOSM
MORPH
OVERKIL
PINBALL FANTASIES
PROJECT X
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| EXPERT DRAW CAD PROGRAM | £39.99 |
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## TOP 50 GAMES

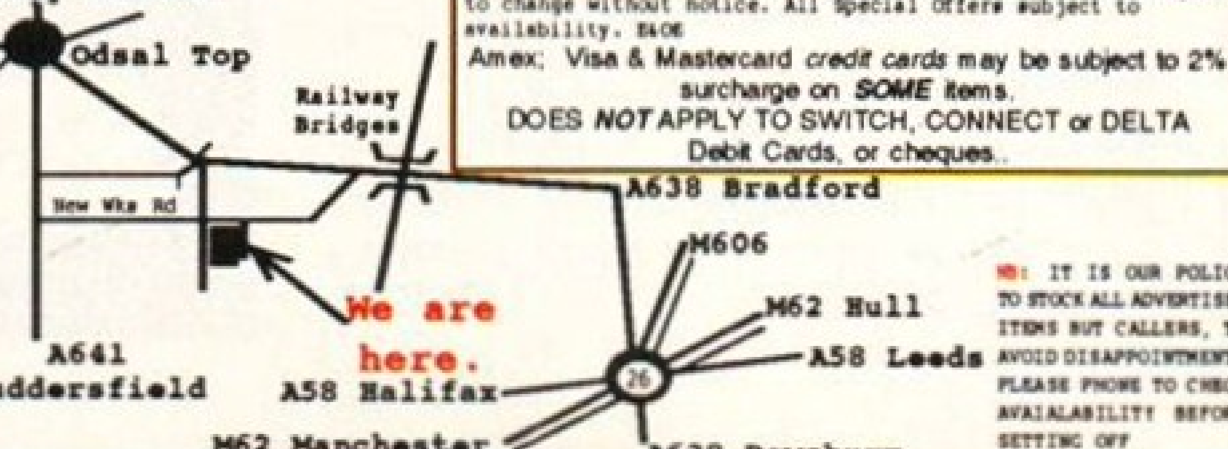
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PRICE INCLUDES: 2.5" IDE DRIVE READY FORMATTED & PARTITIONED; DRIVE CABLE; FULLY ILLUSTRATED FITTING INSTRUCTIONS; FIXING SCREWS + FORMATTING DISK & RECOVERY HINTS.

OR WE WILL FIT FREE while U wait if you take out an extended warranty at the same time otherwise £15.00 format & fit charge.
*All drive sizes approximate unformatted*

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2.5" IDE DRIVE CABLE £9.99
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* COLOUR MATCHED ALLOY CASE
* SOFTWARE INCLUDED
* IDE CABLE INCLUDED
* 3.5" SCSI DRIVES AVAILABLE.
* SUITABLE FOR A4000 TOO

NEW

These External Hard Units use fast access (<16ms) IDE hard drives, and just connect straight to the 1200's Ide connector - EXISTING INTERNAL HARD DRIVES REMAIN IN PLACE AND ARE UNAFFECTED.

## EXTERNAL A1200 3.5" HOUSING

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BUILD YOUR OWN EXTERNAL DRIVE
The Dataflyer XDS comprises colour matched Alloy case for most 1" high 3,5" IDE or Scsi drives. Complete with Ide 2.5 to 3.5" adaptor & cable (inc power connector) to connect to 1200's IDE socket + formatting & partioning software. Also suitable for Scsi drives.

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## PRINTER ACCESSORIES

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| 3WAY PRINTER SHARER ........ | £29.99 |
| 4WAY PRINTER SHARER ........ | £33.99 |

For sharing one printer with several computers Fitted with 36way sockets- Prices include 2m 36way Printer to switch cable.

## AMIGA 1200 UPGRADES

A1200 INTERNAL CLOCK MODULE - £15.99
Plugs into internal socket (not fitted to all 1200s)- fitting invalidates warranty. BATTERY BACKED.

MBX A1200 32BIT RAM + CLOCK

| | |
|---|---|
| WITH BATTERY BACKED CLOCK; UNPOPULATED | £119.99 |
| WITH BATTERY BACKED CLOCK; WITH 1 MEG | £149.99 |
| WITH BATTERY BACKED CLOCK; WITH 4 MEG | £299.99 |

Optional fpu. Trap door fitting. WARRANTY NOT AFFECTED

GVP A1230 TURBO MEMORY BOARDS
Includes 68030 running at 40MHz; 68882 socket for FPU. Has two 32bit simms sockets for upto 8meg.
WITH NO RAM NO FPU .......... £239.99
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WITH 4MEG & 68882 ........... £479.99

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INC FPU SOCKET
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32BIT SIMMS FOR MBX / GVP / A4000 ETC. POA

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THIS MONITOR IS OPTIMISED BY US FOR ALL AMIGAS IN ALL MODES

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*The HC 8 Series II can accept upto 8, 1meg x9 Simms in 2 meg steps.*

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Please note, due to a shortage of memory chips & simms, prices are rising daily - please phone before ordering.

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| GVP PC286 PC EMULATOR CARD FOR SERIES II HARD DRIVES | £99.99 |
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| GOLDEN GATE 486SX PC CARD FOR A1500/2000 /4000 | £499.99 |
| OPTIONAL DRIVE CONTROLLER CHIP FOR GOLDEN GATE | £34.99 |
| IIT 80387SX25 CO-PROCESSOR FOR GOLDEN GATE | £69.99 |
| G-FORCE 030/25MHz FOR A1500/2000 others available | £479.99 |

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| AL12 15PIN FEMALE 3ROW Some mulisync monitors TO ALL AMIGAS | £14.99 |
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MONITOR LEADS MADE TO ORDER - PLEASE PHONE FOR PRICE

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WITH ANTIVIRUS & ANTI CLICK FEATURES. RRP £79.99
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NEW

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## AMIGA A500/500+

## FOR 1500/2000 VERSION £69.99

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**SAVE THE ENTIRE PROGRAM IN MEMORY TO DISK**
Special compacting techniques enable up to 3 programs to fit on one disk. Now saves directly to disk as Amiga Dos - reloads independently of the cartridge - even transfer to hard drive! Works with up to 2 Megs of Ram - even 1 Meg Chip Mem (Fatter Agnus).

NEW **SUPER POWERFUL TRAINER MODE-**
now with DEEP trainer. Even better than before - allows you to generate more or even infinite lives, fuel, ammo. Perfect as a Trainer Mode to get you past that "impossible" level. Easy to use.

**IMPROVED SPRITE EDITOR**
The full Sprite Editor allows you to view/modify the whole sprite set including any "attached" sprites. PLUS A RANGE OF IMPROVED FEATURES.

**VIRUS DETECTION**
Comprehensive virus detection and removal features to protect your software investment. Works with all presently known viruses.

NEW **BURST NIBBLER**
Now this super disk copier program is built into Action Replay Mk III. Just imagine a superfast, efficient disk copier program at the press of a key - no more waiting.

**SAVE PICTURES AND MUSIC TO DISK**
Pictures and sound samples can be saved to disk. Files are saved directly in IFF format suitable for use with all the major graphic and music packages. Samples are displayed as screen waveform.

NEW **PAL or NTSC MODES SELECTABLE-**
Useful for removing ugly borders when using NTSC software. (Works only with newer Agnus chips).

NEW **SLOW MOTION MODE**
Now you can slow down the action to your own pace. Easily adjustable from full speed to 20% speed. Ideal to help you through the tricky parts!

**MANY MORE INSTANT CLI COMMANDS-**
like Rename, Relabel, Copy, etc.

NEW **RESTART THE PROGRAM**
Simply press a key and the program will continue where you left off.

**FULL STATUS REPORTING**
At the press of a key now you can view the Machine Status, including Fast Ram, Chip Ram, RamDisk, Drive Status, etc.

**POWERFUL PICTURE EDITOR**
Now you can manipulate and search for screens throughout memory. Over 50 commands to edit the picture plus unique on screen status "overlay" shows all the information you could ever need to work on screens. No other product comes close to offering such dynamic screen handling of frozen programs!!

NEW **JOYSTICK HANDLER-**
allows the user to select Joystick instead of Keypresses - very useful for many keyboard programs.

**MUSIC SOUND TRACKER**
With Sound Tracker you can find the complete music in programs, demos, etc. and save them to disk. Saves in format suitable for most track player programs. Works with loads of programs!!

**AUTOFIRE MANAGER**
From the Action Replay III preference screen you can now set up autofire from 0 to 100%. Just imagine continuous fire power! Joystick 1 and 2 are set separately for that extra advantage!

NEW **IMPROVED RAM EXPANSION SUPPORT**
Now many more external Ram Expansions will work with all Action Replay III commands.

**DISKCODER**
With the new "Diskcoder" option you can now 'tag' your disks with a unique code that will prevent the disk from being loaded by anyone else. "Tagged" disks will only reload when you enter the code. Very useful for security.

NEW **SET MAP-**
allows you to Load/Save/Edit a Keymap.

**PREFERENCES**
Action Replay III now has screen colour preferences with menu setup. Customise your screens to suit your taste. Very simple to use.

**DISK MONITOR**
Invaluable disk monitor - displays disk information in easy to understand format. Full modify/save options.

**IMPROVED PRINTER SUPPORT-**
including compressed/small character command.

NEW **DOS COMMANDS**
Now you have a selection of DOS commands available at all times - DIR, FORMAT, COPY, DEVICE, etc.

NEW **FILE REQUESTER-**
if you enter a command without a filename, then a file requestor is displayed.

**DISK COPY**
Disk Copy at the press of a button - faster than Dos Copy. No need to load workbench - available at all times.

**PLUS IMPROVED DEBUGGER COMMANDS-**
including Mem Watch Points and Trace.

NEW **BOOT SELECTOR**
Either DFO or DF1 can be selected as the boot drive when working with Amiga Dos disks. Very useful to be able to boot from your external drive.

## PLUS A MACHINE CODE FREEZER MONITOR WITH EVEN MORE POWER!!

EVEN MORE FEATURES INCLUDING 80 COLUMN DISPLAY AND 2 WAY SCROLLING:-

- Full M68000 Assembler/Disassembler
- Full screen editor
- Load/Save block
- Write String to memory
- Jump to specific address
- Show Ram as text
- Show frozen picture
- Play resident sample
- Show and edit all CPU registers and flag
- Calculator
- Help command
- Full search feature
- Unique Custom Chip Editor allows you to see and modify all chip registers - even write only registers
- Notepad
- Disk handling - show actual track, Disk Sync. pattern etc.
- Dynamic Breakpoint handling
- Show memory as HEX, ASCII, Assembler, Decimal
- Copper Assemble/Disassemble - now with suffix names

REMEMBER AT ALL TIMES YOU ARE INTERROGATING THE PROGRAM IN IT'S "FROZEN" STATE WITH ALL MEMORY AND REGISTERS INTACT - INVALUABLE FOR THE DE-BUGGER OR JUST THE INQUISITIVE!






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TECHNICAL/CUSTOMER SERVICE 0782 744324

OR CALL AT OUR LONDON SHOP 222, TOTTENHAM COURT RD, LONDON, W1. TEL:071 580 6460

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A Top Quality 400 DPI Handy Scanner for the Amiga at a truly Unbeatable Price!!




- IFF Buffer Save 1600x1024 pixels, dual buffer, scan matching & view Buffer.
- Unlimited edit/capture facilities &keyboard control not offered by other scanners at this special price.
- Full keyboard control of most functions.
- An easy to handle Scanner featuring 105 mm scanning width & 400 dpi reolution enables you to scan graphics/text into your Amiga 500/500+/600/1200/1500/2000.
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- Geniscan gives you the ability to scan images, text or graphics & even offers 200 Dpi Dual Scan Mode.
- Screen grid overlay & configure menu to save parameters.
- Icon menu to select functions.
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- Save images in suitable format for most leading packages including PHOTON PAINT, DELUXE PAINT, etc.
- View window and position control panel.
- Powerful partner for DTP that allows for cut & paste editing of images etc.




## ADD A PROFESSIONAL TOUCH TO YOUR DRAWING WORK

- With the Amiga Genitizer Graphic Tablet you can streamline the operation of most graphic or CAD programs.
- The Genitizer Graphic Tablet utilises latest technology to offer up to 1000 dpi resolution at the tip of a stylus.
- Complete 9"x6" digitizing area plus super accurate stylus combine to enable fast, accurate and easy control.
- Works by "mouse emulation" so the Genitizer will work with most packages where mouse input is the usual method-Deluxe Paint, Photon Paint, CAD Packages, etc.
- Suplied with template for Deluxe Paint.
- Full easy to follow instructions.
- This is the input method used on professional systems -now you can add a new dimension to graphics/cad.
- Fast input of drawing by "tracing" is made easy - plus "absolute reference" means you can move around the screen many times faster than by a mouse.
- The Genitizer fits in the serial port of your Amiga 500/500+/600/1200/1500/2000 and "co-exists" with mouse.
- Unlike a mouse, the tablet gives absolute co-ordinates so that tracking and menu selections are possible from the tablet face.
- A pressure sensitive switch built into the stylus tip activates the Tablet overriding the normal mouse input. When you are not using the Tablet, you have normal mouse control.
- Complete system - Graphics Digitizer Tablet, Stylus, Deluxe Paint Template, Power Adator, Test Software, Interface Unit, plus Driver Program - no more to buy!

# ACCESSORIES



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AS AN ALTERNATIVE TO THE STYLUS INPUT THE GENIUS TABLET ALSO HAS AN OPTIONAL FOUR BUTTON PUCK.
IDEAL FOR TRACING ETC.

**ONLY £29.99**

## ACCESSORIES

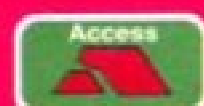
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**MIDI CABLES £7.99 (per pair)**
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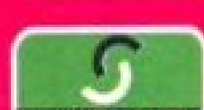
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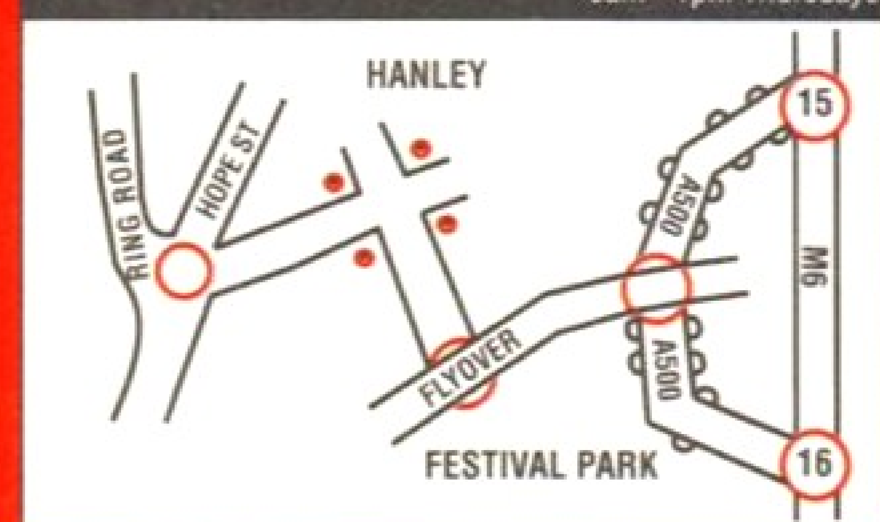
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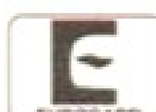
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# *Megalo*SOUND




**As yet another sampler hits the Amiga market, Maff Evans decides whether it is good enough to stand out from the already bustling crowd.**

**WITH ALL THE** samplers that are already available for the Amiga, any newcomers to the field really have to push things further to make an impression. HiSoft are just about to venture into the field with *Megalosound*, but does it have what's needed to catch people's attention? Well, it IS designed by AVR, who have built up a pretty decent reputation in the world of samplers (as long as you try to ignore the rather disappointing *Clarity 16*). Through a new deal, HiSoft have taken on new sampler products from AVR with an aim to produce quality releases worthy of the HiSoft brand.

The sampling hardware portion of the *Megalosound* package is a tiny thing, only measuring about two inches square. On the back are left and right phono inputs along with a small input level adjustment knob. The software is on a single disk, containing the sampling program and a few bonus goodies (including a program to play stand-alone files directly from disk). The program can be installed to hard disk, but even after several attempts I couldn't get it to work on my A500 and GVP set-up. It worked fine on the A1200, though.

On first sight, the editing software is impressive, the menus fade in (and back out when you quit) – very slick. All the options are accessed by clicking on icons (for the main viewing and playback features) or labelled buttons (which house the other functions in their own menus).

**Everything looks very** smart, especially the large editing window and the tactile appearance of the buttons. The colourful backgrounds and cartoon-like buttons of some other systems at this price have gone, leaving you with a much more sleek and serious looking package – just like a serious musician's tool ought to look, really.

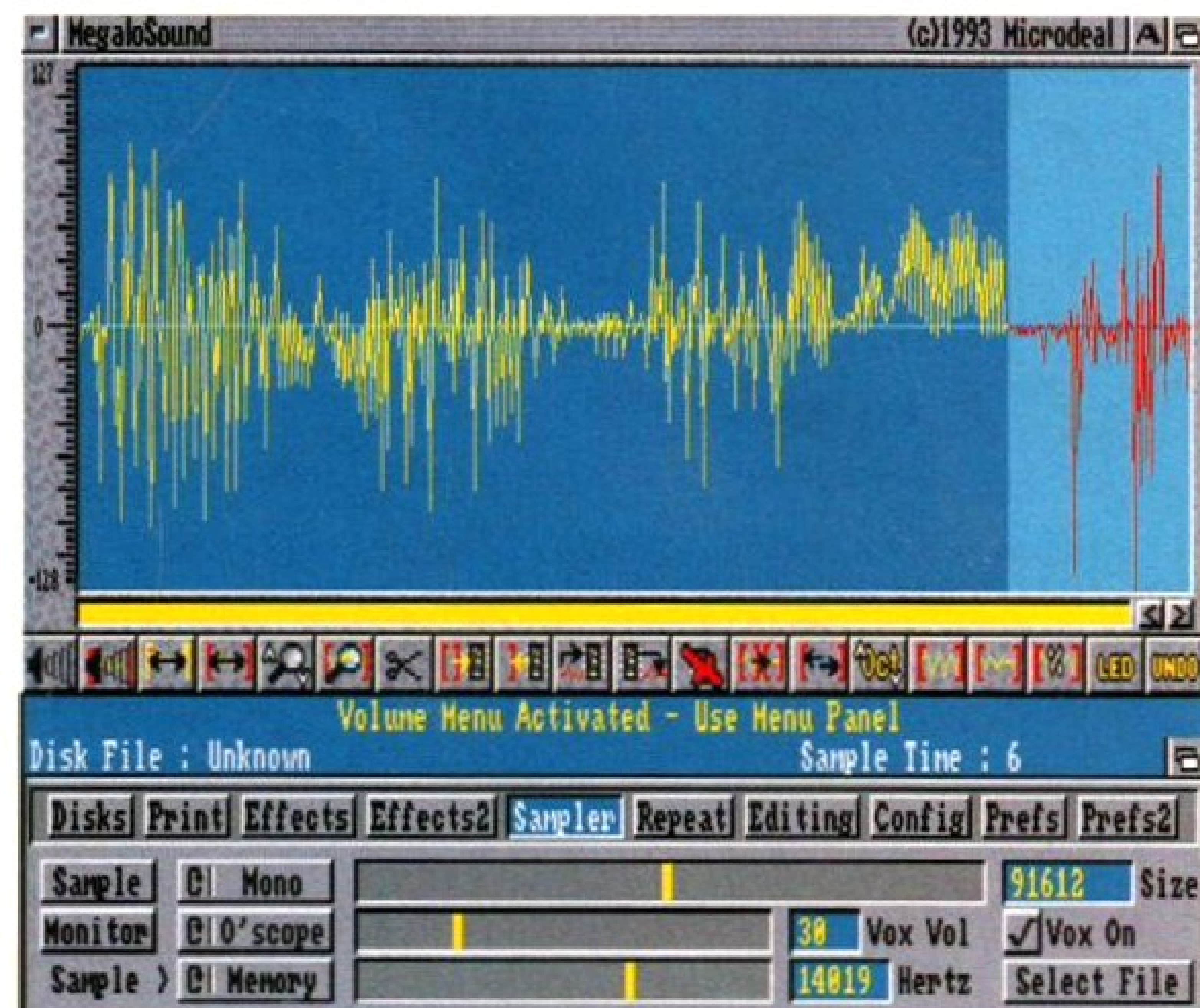
Getting sounds into the program is a doddle. All the sampling and monitoring options are on a single panel, including the sample rate and time, so you don't have to swap between windows when recording and editing. The sound quality is superb (even as low as about 20kHz), being easily comparable to the best samplers on the Amiga – yes, even the dead expensive ones like *Audio Engineer Plus*. However, sampling at low rates gets a bit crackly (and some clicks creep in), but even these can be ironed out using the program's excellent smoothing and correction functions.

There are a few very useful little options, especially the direct to disk record function. However, it's hardly state of the art 16-bit recording, so it's only useful for low-grade digital mastering... or just a laugh. Some of the functions go further than any other system, such as the fade in and out. These can be maximised, exponential, linear, bass boosted – you name it! If you want to produce hybrid or synth sounds, there's even a full editing panel for this. Waveforms can be called from samples or preset waves, making *Megalosound* a pretty decent synth-sound creator as well.

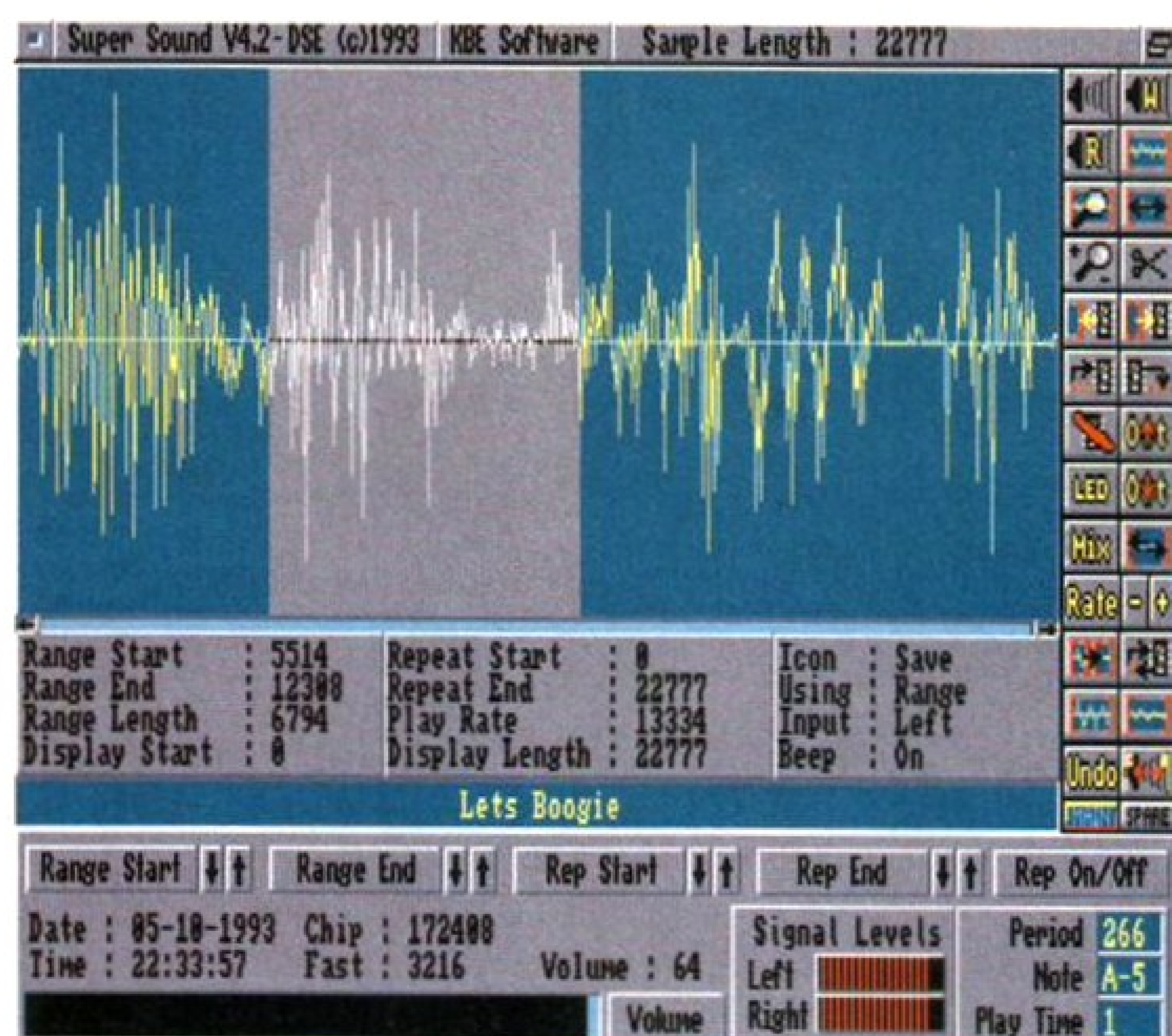
Even if you can't find the exact function you want, there is an additional program on the disk called *Supersound* (which some people may already know). This contains dedicated editing functions for serious users.

The manual is dead smart – spiral-bound and everything – and leads you into things very well. There are a few tutorials for the very cerebrally challenged which are useful because some of the icons are obscure until you get the hang of things.

There are a couple of problems with the direct to disk recording options. One restriction is the rate at which sound can be recorded. Although *Megalosound* can record up to very high rates, disk drives can have difficulty keeping up with the




The main *Megalosound* screen, with the edit panel at the bottom enables you to record and edit your samples without closing anything first.




For the more advanced user, the package also contains the *Supersound* editing software for more precise control of sounds.




*Megalosound* offers not only direct-to-disk sampling, but also some of the best quality sampling hardware available on the Amiga.

speed of data transfer. For this reason you have to pull the sampling rate right down (about 14kHz on a GVP hard drive). On floppy you're even more limited. Not only is the space available smaller (obviously), but if you try and push the rate above 8kHz you're going to have problems. This makes floppy recording unviable – after all, who wants a floppy full of a crackly, indistinct sample?

**Despite this setback,** *Megalosound* isn't half bad really. The sampling quality is very good when compared rate for rate to other packages, beating most samplers of this price by a mile. When you think that you're only spending £35 for sounds of this clarity, who needs to spend hundreds on a bigger system?

Well, some people might. It really depends on what features you want to get out of a sampler. Those who just want to create sounds for use in other programs (whether it be programming, tracking or whatever) will love *Megalosound*. Game writers can use the RAW format, tracker fans can use multi-octave IFFs, and synth-sound users can create full instruments.

**The editing functions** are great too, especially the extensive envelope, mixing, fading and outboard-type effects such as reverb, chorus and the Dalek-like 'Metallic'. These are far more comprehensive than other samplers at this price.

However, if you want time-stretch and advanced looping functions, you'll have to spend a bit more money and go for *Audiomaster IV* instead.

*Megalosound* is a well-presented, great sounding and polished package. Some of the advanced features of the classic high-end sampling packages are missing and the built-in sample trackers found on something like GVP's *DSS8+* or *Technosound Turbo 2* have been dropped, but the tools that you do get are the best examples you'll find.

Although it may be cheap and the hardware may be considered a bit on the small side, *Megalosound* is very well presented. Its swish packaging and smart professional-looking manual belies its £35 price point, while it manages to pack an awful lot into a small, usable, good-sounding and cost effective package.

> " *Megalosound* is a well-presented, great sounding and polished package... The sampling quality is very good when compared rate-for-rate to other packages, beating most samplers of this price by a mile. "

## MEGALOSOUND



**DESCRIPTION**
Sampling package

**MANUFACTURER**
Audio Visual Research

**DISTRIBUTOR**
HiSoft 0525 718181

**PRICE**
£34.95

**RELEASE**
Out now

**SPEED** ●●●●●
Well fast on just about every one of its operations.

**MANUAL** ●●●●
Slick, comprehensive and explains things well.

**ACCESSIBILITY** ●●●
Well presented on the whole, but some icons are a bit obscure.

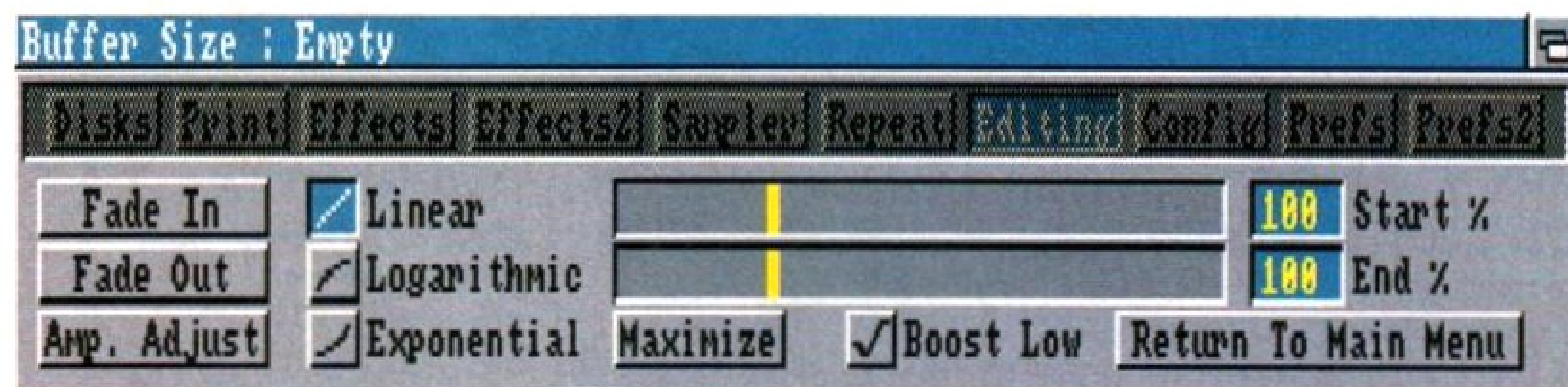
**FEATURES** ●●●●
Packed with some extensive and well-designed editing functions.

**VALUE** ●●●●●
Excellent value, especially compared to others of the same price.

## VERDICT

" **Megalosound offers good sampling quality and very adequate software, especially at the price. One of the better sampling packages.** "

# 89%




Many sample programs just have a simple fade in and out option, but *Megalosound* goes a bit further with options such as linear, logarithmic and exponential fades.




An information panel can be called up to give you more detailed information, including marker points, volume meters and memory availability, which you can use to make your editing more precise.

# PEGGER

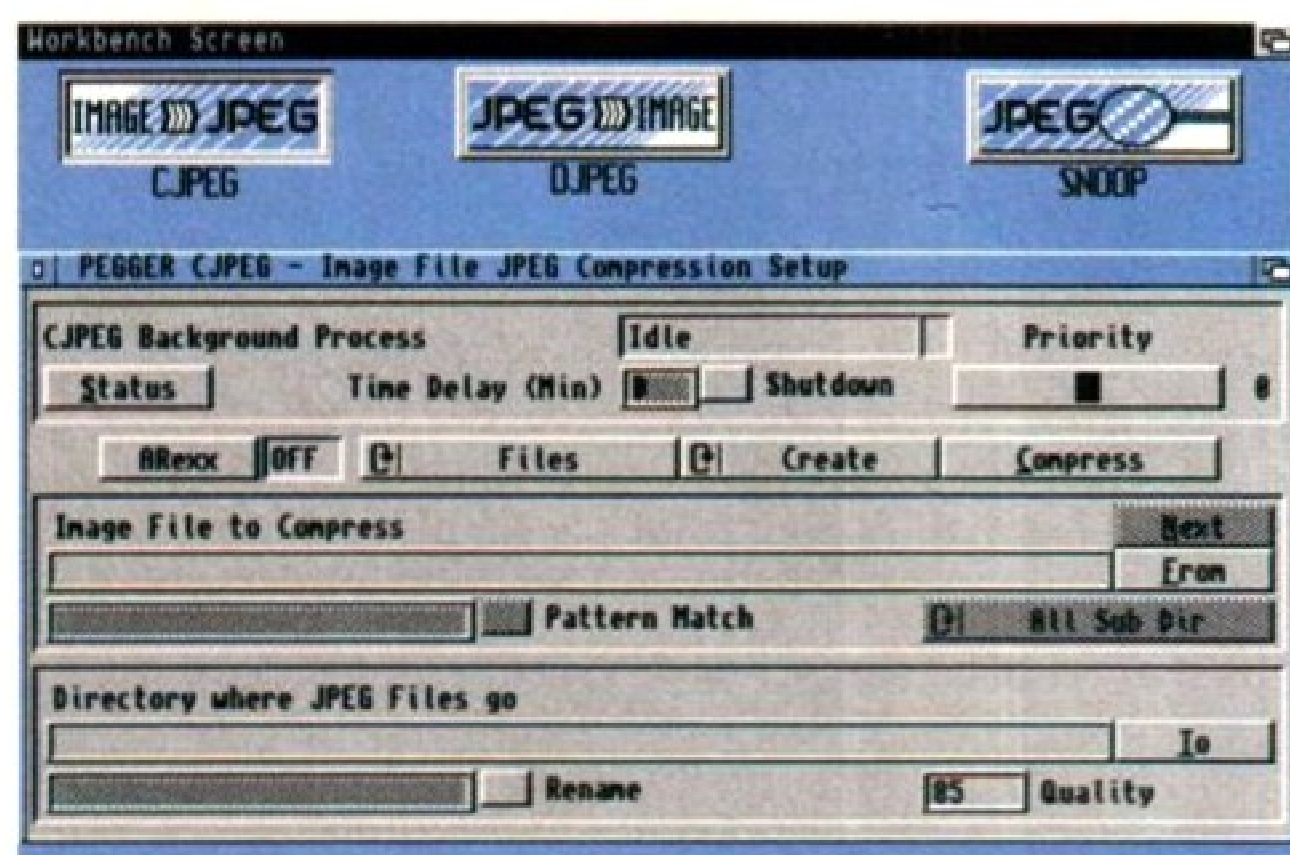
**Hard disk space is precious and expensive, especially if you work with huge image files. But Pegger is a new program that promises all the compression you'll need. Richard Baguley puts it to work.**



This picture began life as a 24-bit IFF file from the *CDPD III* CD. Part of it was then compressed as a JPEG, and the two bits recombined. Can you spot the join?

**WHEN YOU'RE DEALING** with graphics, you can never have too much disk space, especially if you're using 24-bit images, which can easily take up a megabyte for each image. So what can you do? You can compress them using *LHA* or a similar utility, but then every time you want to look at them, you need to run another program to decompress them. But *Pegger* offers an alternative.

*Pegger* works by staying in memory and monitoring what is in a specific directory. If a program saves out a file to this directory, *Pegger* will then compress it using the JPEG (Joint Photographic Experts Group) method and delete the old file (it can be configured to keep the IFF file too).




You can use *Pegger* to compress individual files or batches of files, either immediately or at a later time.

When you try to load in one of these files, *Pegger* steps in and decompresses the image into its original form. The theory is that the software 'thinks' it's loading a normal IFF file. In practice, *Pegger* will only work with HAM-8 and 24-bit images, so it's only useful if you do a lot of work with 16 million colour images. If you're not using an A1200 or A4000, you can't compress images from programs such as *DPaint*.

**As the figures** in the *Pegger* performance panel show, there is a penalty for saving space on your disk in terms of both time and image quality. As each file is compressed or decompressed, the program has to wait for this. If you're saving an image, *Pegger* can compress it in the background so you can be getting on with other things.

As you'd expect, the compression takes a fair amount of processing power, so this can slow down other operations. When you're loading a file, *Pegger* brings up a small window on the program screen informing you that the file is being decompressed. This is quicker than compressing the file, but can still take anything from a few seconds to a few minutes.

Compressing a file with *Pegger* will also have a certain cost in terms of image quality. The image quality can be determined as a percentage, and the lower the quality, the greater the amount of data compression. Even with a fairly high image quality, you can expect space savings of around 50 to 70 per cent.

*Pegger* is certainly a useful program, but only in a limited set of circumstances, such as when you're dealing with large numbers of 24-bit files in DTP. High-end paint programs such as *ImageFX* can already save and load JPEG images, so you don't need *Pegger* if you've got one of those. It would save a lot of disk space if you're working with programs which won't support JPEG, and could be useful for compressing texture maps used in ray-tracing programs.

## PEGGER PERFORMANCE

**This table shows the time penalty associated with *Pegger*. All of the tests were run on an A4000/030. The image used in these tests was a HAM-8 IFF file, with the JPEG quality set to the default of 85 per cent.**

| | WITH PEGGER | WITHOUT |
|---|---|---|
| Disk Space used | 212160 bytes | 456444 bytes |
| Loading time (DPaint IV) | 126 sec | 21 sec |
| Saving Time (DPaint IV) | 126 sec* | 15 sec |

* *Pegger* is multitasking, so while saved files are being compressed, other programs can be running.

## PEGGER



**DESCRIPTION**
Background Image Compressor

**MANUFACTURER**
Express-Way Software

**DISTRIBUTOR**
Heifner Communications
0101 314 445 6163

**PRICE**
$99

**RELEASE**
Out now

**SPEED** ●●●
Reasonable – doesn't add much to the loading and saving time.

**MANUAL** ●●●
Detailed and includes full info on *Pegger*'s ARexx interface.

**ACCESSIBILITY** ●●●
Once it's running, it's invisible to the program loading files.

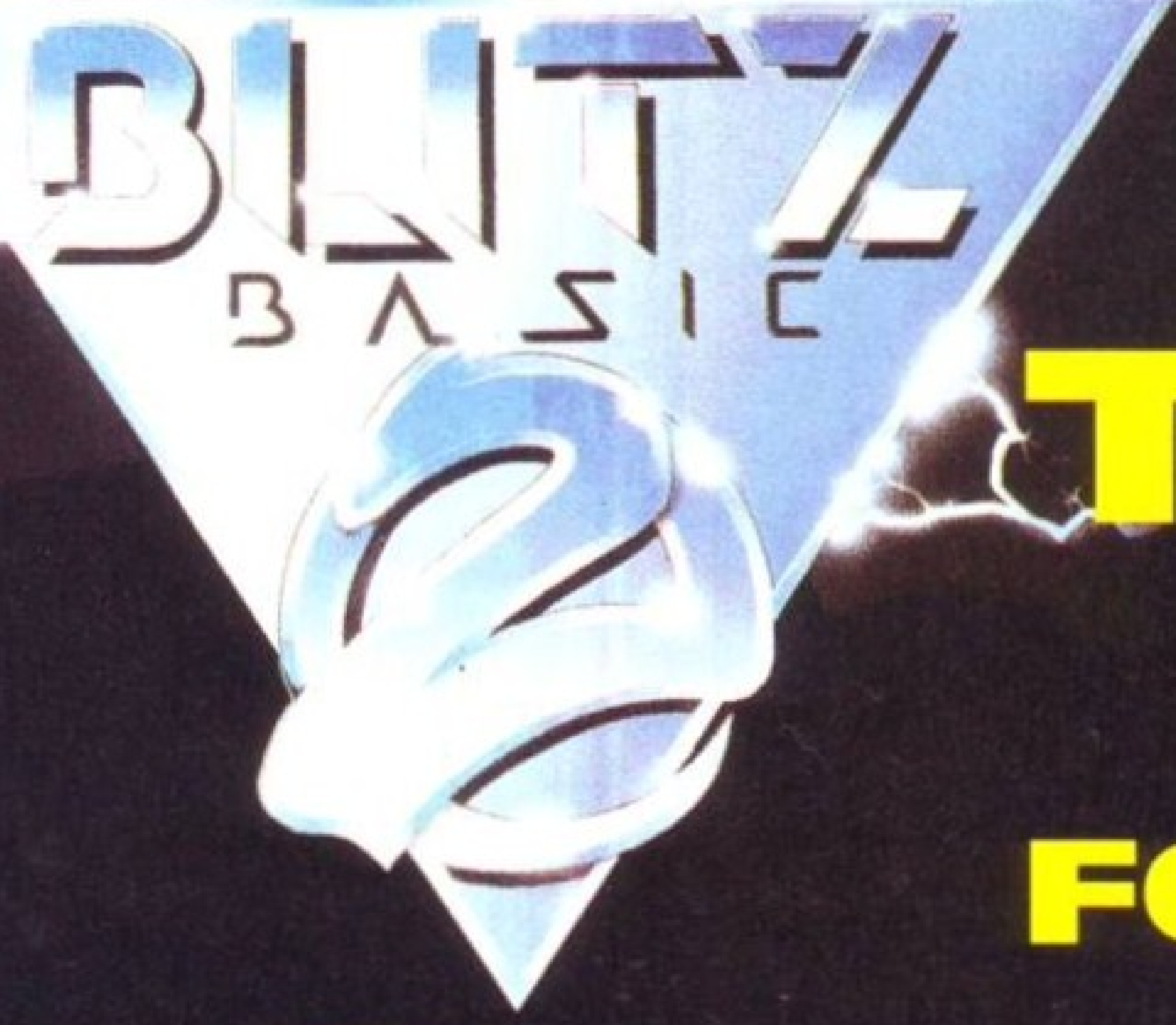
**FEATURES** ●●
Support for other image formats would have made it more useful.

**VALUE** ●●●
Very little use unless you are heavily involved in true colour.

## VERDICT

**"It could save a great deal of disk space, but there is a price to pay in terms of image quality. The lack of support for image formats other than HAM-8 and 24-bit is annoying."**

# 70%




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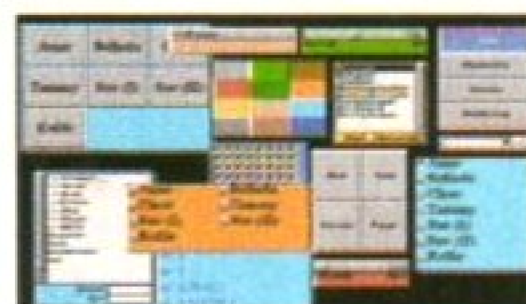
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**CODE AMF-BB2**

# HELM



Multimedia overboggle has become a way of life with many authoring packages on the Amiga. Nick Veitch takes a look at Eagle Tree's solution, which claims to finally put the user at the controls.

Spell Check
Grammar Check
Legal Check
Crap Filter
Aliens
AntiDrunk Typing
People who come from Bristol

Search
Search & Replace
Insert Insult
Make more vague
Insert blatant untruth
Conceal Floyd quote
Fill out text to end of page
Spice up text with vulgarities

THE PERIOD

IT WAS the best of times, it was the worst of times, it was the age of wisdom, it was the age of foolishness, it was the epoch of belief, it was the epoch of incredulity, it was the season of Light, it was the season of Darkness, it was the spring of hope, it was the winter of despair, we had everything before us, we had nothing before us, we were all going direct to Heaven, we were all going direct the other way- in short, the period was so far like the present period, that some of its noisiest authorities insisted on its being received, for good or for evil, in the superlative degree of

A customised word-processor is just one of the potential applications for Helm.

A small selection of the operations requestors available. Note the separate colour and palette requestors – just right for when you want to set the colour of an object on a crowded screen. The Tool bar on the left shows all the objects available.

**MULTIMEDIA IS A** funny word. It means different things to different people. In fact, if you had taken a trip around this year's Multimedia Show, you would swear that it meant a different thing to every individual. As it stands on the Amiga, 'multimedia' authoring software tends to mean an authoring system which allows the user to combine sound, text, picture and animation data in a custom environment. The classic example of such software is probably Gold Disk's *Hyperbook.*

The first concern for such a piece of software is which different file types it supports. Obviously a multimedia package isn't going to be of much use if you can't actually load any data in to work with.




*Helm* supports standard IFF image files (up to AGA resolution bitplanes only) ANIM5 animation files, ASCII text and SMUS music files. It can also deal with MIDI data to control external sound sources. Obviously, in order to use this data you will need to link it to a screen object of some form or another.

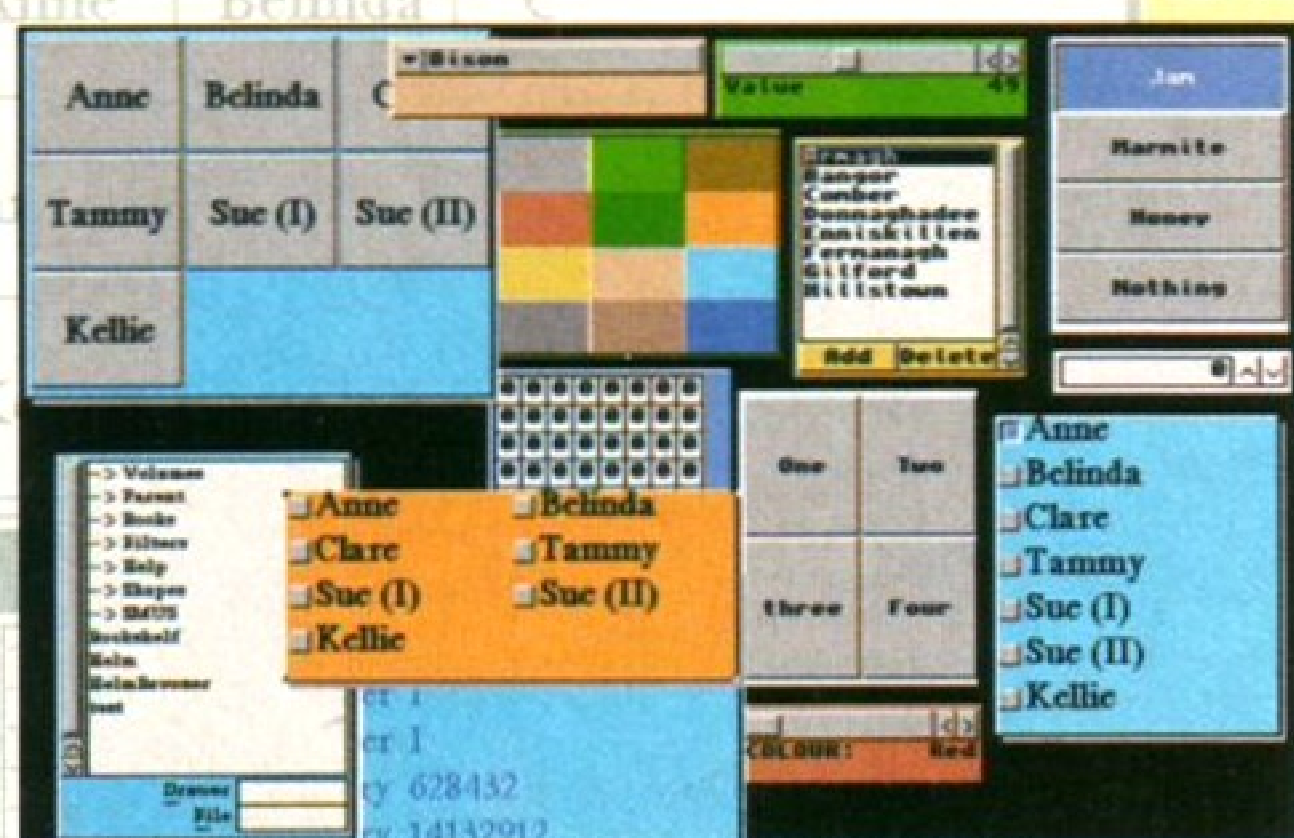
There are several types of object which can be placed on the page. Buttons are simple rectangular objects which can be linked to scripts and actions, such as turning pages or displaying files. The actions can be one of a large range of built-in *Helm* functions, or an external ARexx or AmigaDos command. The actions available include support for the CDTV (playing audio tracks), Amigaguide, Touchtone dialling (via the speakers or a modem), serial transfer, layer visibility and much more. A single button can perform multiple tasks, since all these functions can be stacked. It is also possible to add a script to the button to perform a series of tasks.

**There is a** textfield operator which allows the user to enter text on the screen, or even edit existing text. This can also be linked to actions or scripts if required, as can any of the other box objects.

The imagefield tool creates a box within which bitmaps can be created. Alternatively, you can import bitmap images directly from a file stored on disk. These can then be resized and their palettes matched to that of the current display, or the image's palette can be adopted as the palette for the page, but this can cause problems with some HAM modes.

To prevent errors, there are several levels of navigation available, with added

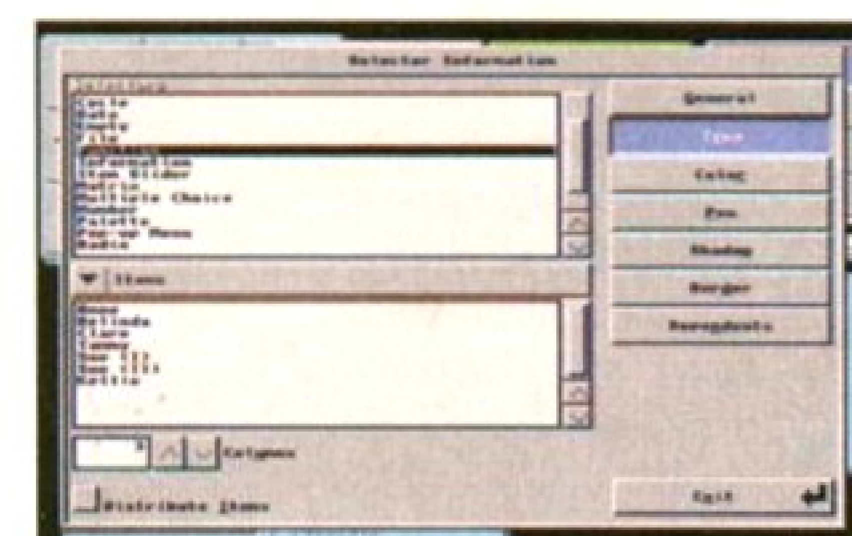
## WHAT A MASSIVE SELECTION OF SELECTORS!



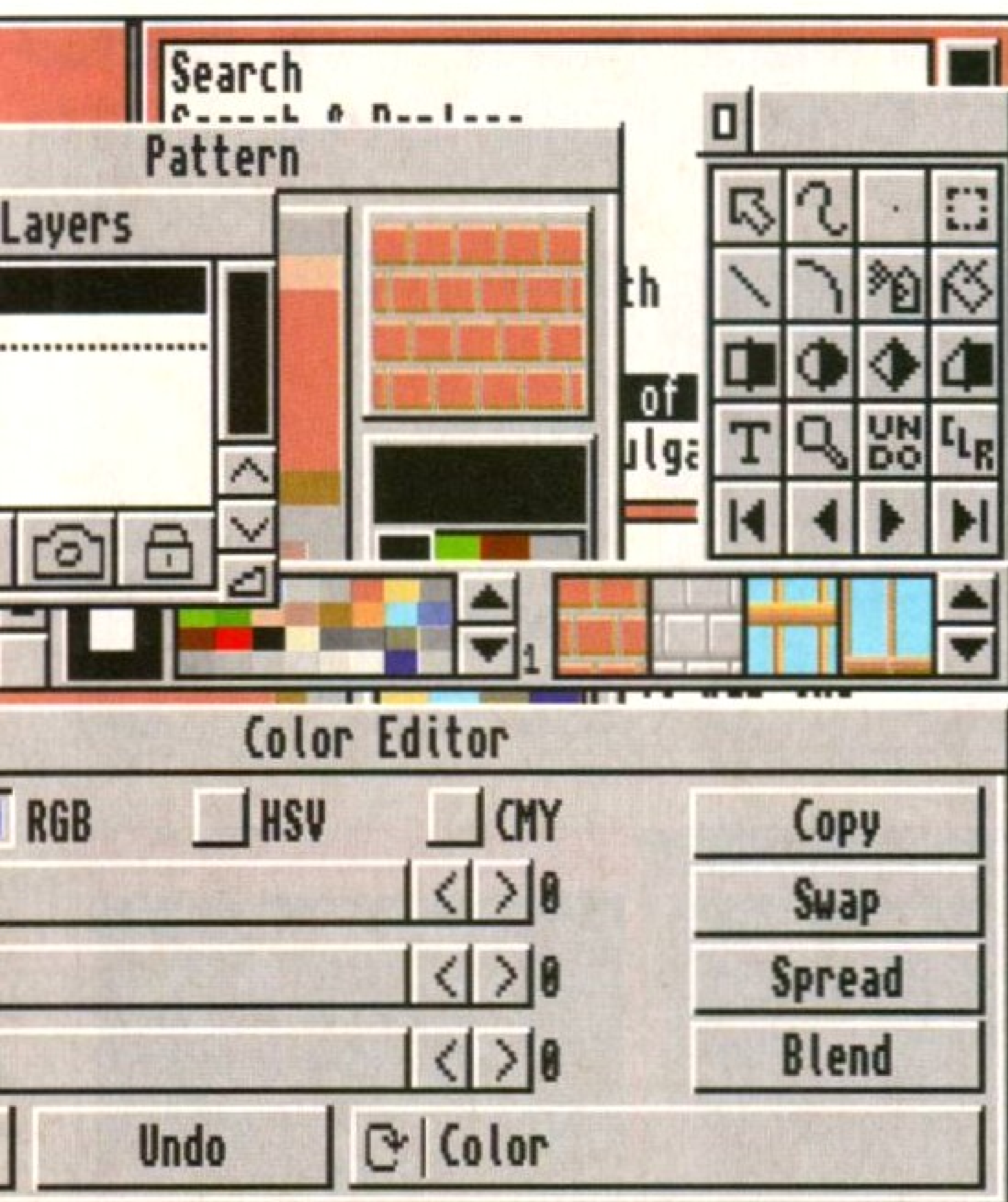
The most interesting object from a system programmer's point of view is the selector object. This takes a range of items and displays them together with some form of selection device so that the user can select a number of options.

The selectors take the form of buttons, sliders and virtually every form of requestor you have ever seen. Buttons are automatically scaled and assigned to every item on the list and obviously actions and scripts can be individually assigned to any or all of them.

Pick a selector, any selector – there are just too many variations to display on one screen.



Here is a list of the possible selector types available – everything under the sun.




password protection if necessary. This enables the creation of different types of multimedia tools which allow the user, as opposed to the author, to alter the contents of the multimedia 'book'.

*Helm* comes complete with a built-in editor for writing scripts and a fully featured graphics system which rivals *DPaint* in some respects. In fact, the graphics tools can be used to edit a bitmap image actually on the page, so there is no need to load it into a separate program to touch up and refine the image.

Images may also be linked, so that each time the image is called up for display, it is loaded again – a dynamic refresh in case any changes have taken place in the meantime.

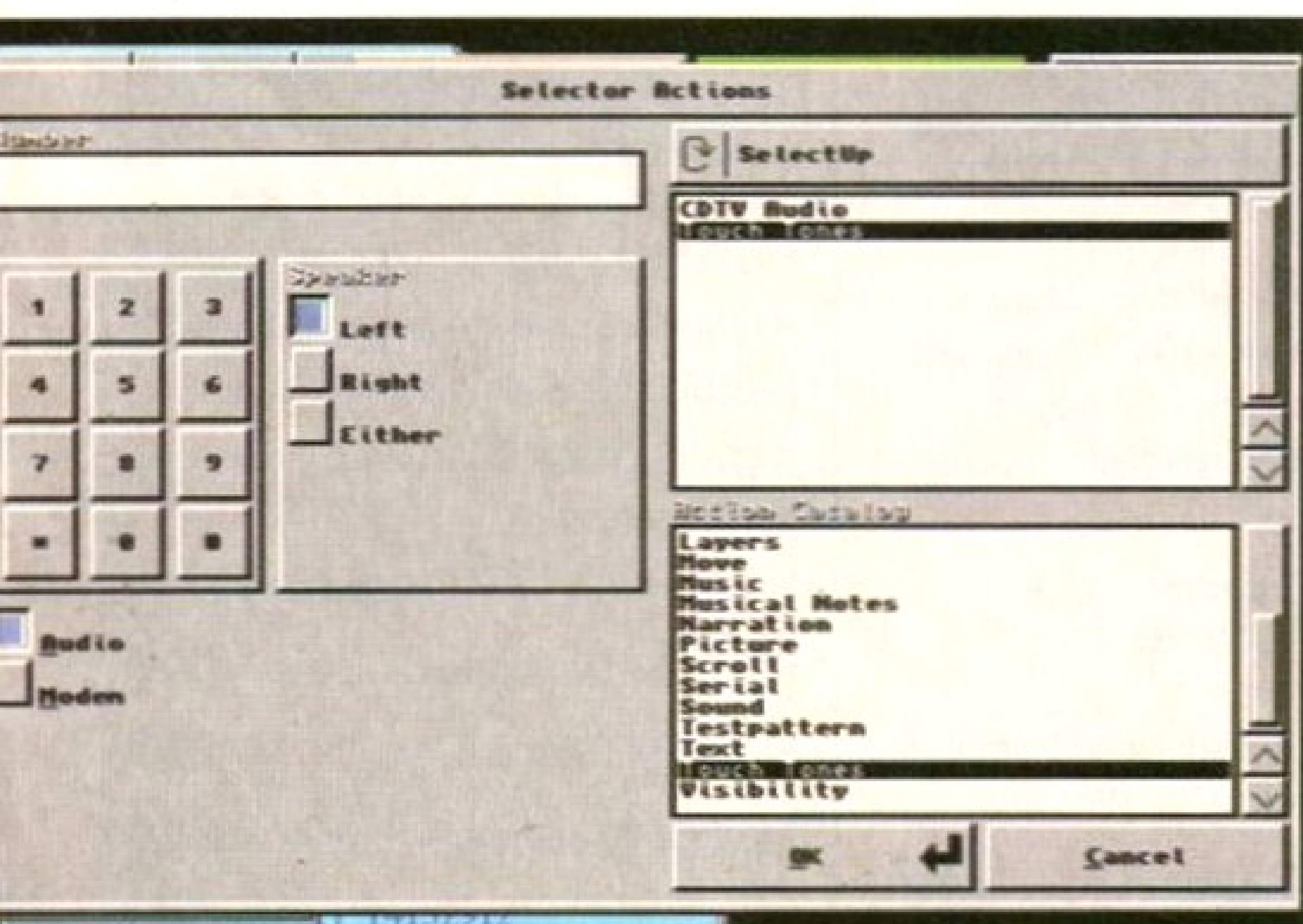
**Possibly the only** true multimedia feature is the PIP (Picture in Picture) object which can be added to a page. This makes use of the rather excellent, if a little overpriced, GVP IV24 card (assuming you have one) and rescales the buffered image from that into the object window on the Amiga display. This is potentially very useful if you are hoping to use *Helm* to produce an interactive information system, or perhaps even a security system with a switchable remote view.

As well as these objects, structured drawing shapes are allowed on the screen, and these take the form of the usual curves and polygons. All objects can be given names and labels to enable scripts, or other action items in the book, to access or manipulate them.

The objects all come together to form a page. Pages can be displayed in any screenmode available to your version of AmigaDOS (and using any monitor type you have under 3.0). The obvious name for a complete collection of pages is a book, and indeed, this is how *Helm* projects are titled. Books can co-exist, so it is possible for you to have two or more books in memory at any time. Indeed a frontend is supplied which allows you to access any of the example books which are supplied with the program.

Because of the varying user navigation levels, this means that you can effectively write a suite of desktop programs such as calendars or address books which contain data, the contents of which can be easily altered by the user without having to resort to the more complex parts of the software.

> " *Helm* exudes power and professionalism... it comes with a built-in editor for writing scripts and has a full-feature graphics system which rivals *Deluxe Paint* in some respects. "




**The list of actions that can be added to buttons is exhaustive. Here we see a phone dialling action.**

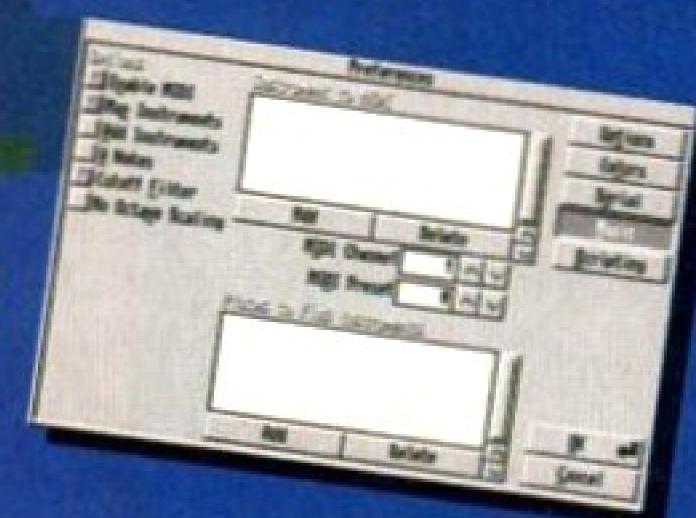
**All together, Helm** is a much more versatile authoring system than either *CanDo* or *Hyperbook*. It is slightly easier to use than *CanDo*, but some of the features require the tortuous trek between many different menus that is the hallmark of a structurally challenged piece of software. It took ages to find out how to rescale and animate images in a window – a clearly written 60-page manual with a decent index would have been more useful than the jumbled 220 page tome provided.

Yet with all these drawbacks, *Helm* exudes power and professionalism. The excellent support for different requestor types would make this an ideal package for testing out user interface designs before coding an application, and also allows non-programmers to produce professional looking programs.

All the other software in this field seems to have one particular application area – *Helm* is the first one I've seen that is equally capable of taking on virtually any multimedia application you can think of. It has no built-in screen wipe effects to speak of so it is unlikely to be any use as a replacement to *Scala* for that sort of work, but it can certainly handle anything else.

If you were disappointed with *Hyperbook*, this new multimedia authoring system is well worth a look.

## HELM



**DESCRIPTION**
Mulitimedia authoring system.

**MANUFACTURER**
Eagle Tree Software
0101 804 452 0623

**DISTRIBUTOR**
MicroPace 0753 551888

**PRICE**
£80-£90 (To be confirmed)

**RELEASE**
Available now

**SPEED** ●●●●
All the buttons and animation functions are seamless. Page loading can be slow.

**MANUAL** ●●●●
220 pages of packed info, but it is difficult to navigate through.

**ACCESSIBILITY** ●●●●
Can be daunting at first, but is easier to use than *CanDo*.

**FEATURES** ●●●●●
Everything you could reasonably need, ever.

**VALUE** ●●●●
Quite reasonable given the power of the software.

**VERDICT**

**" Easily the best page orientated multimedia presentation system available. More features than Hyperbook, easier to use than CanDo. "**

**91%**

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| A1200 with 60MB | £424 |
| A1200 with 80MB | £439 |
| A1200 with 120MB | £509 |
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### Amiga 4000 Packs

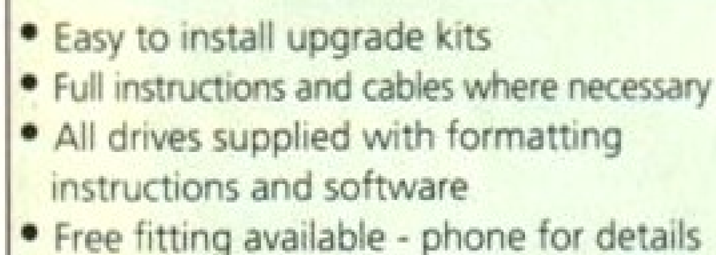
- AGA Chip set
- 68030/40 processor
- Co-pro option
- 2MB/4MB RAM

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| Amiga 500 Plus | £187 |
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- Easy to install upgrade kits
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- All drives supplied with formatting instructions and software
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- ICD technology

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### Monitors



- Philips 8833 MKII Monitor **£189**
- Commodore 1084s **£194**
- When purchasing with an Amiga deduct **£10** from above pricing
- Dust cover for the above **£5**

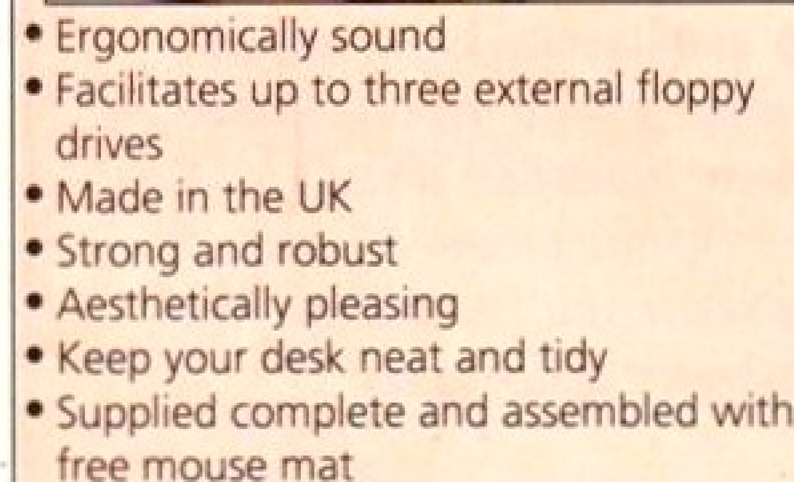


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### Workstations



- Ergonomically sound
- Facilitates up to three external floppy drives
- Made in the UK
- Strong and robust
- Aesthetically pleasing
- Keep your desk neat and tidy
- Supplied complete and assembled with free mouse mat

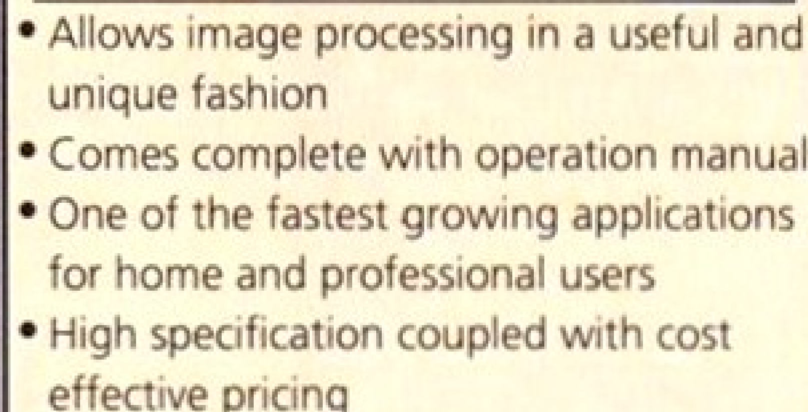
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| A500 Workstation | £36 |
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| 100 Capacity lockable disk box | £5.99 |
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| TDK high quality DSD (10) disks | £9.99 |
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| Python joystick | £9.99 |
| Zipstick joystick | £14.99 |
| Screen Beat speakers | £29 |
| Zi-Fy speakers | £39 |
| A500/A600/A1200 Dust covers | £4.99 |
| A500 Modulator | £36 |
| Mini Office package | £54.99 |
| Supra 2400 Modem | £89 |
| Supra Fax Plus Modem | £148 |
| Supra v.32 BIS Fax Modem | £358 |

### Scanners



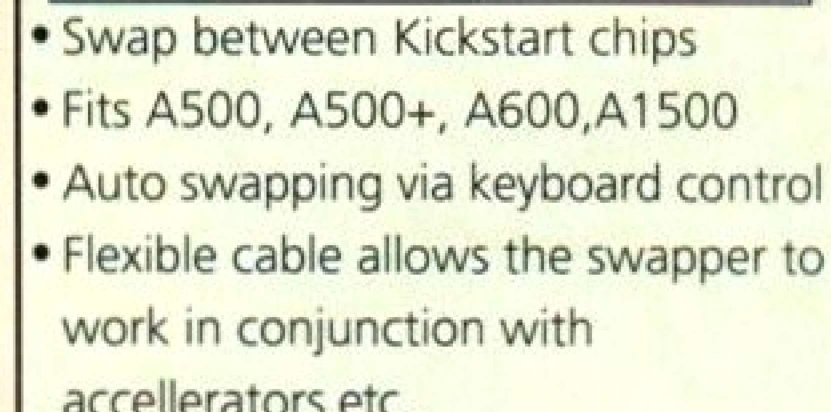
- Allows image processing in a useful and unique fashion
- Comes complete with operation manual
- One of the fastest growing applications for home and professional users
- High specification coupled with cost effective pricing

**Power Hand Scanner**

- 64 greyscales 100-400 DPI
- Thru'port to printer
- Fully compatible with Delux Paint 4, etc.
- Advanced software

| | |
|---|---|
| Power Hand Scanner v3.0 | £96 |
| Power Hand Scanner Colour | £229 |

### Pro ROM Swapper



- Swap between Kickstart chips
- Fits A500, A500+, A600,A1500
- Auto swapping via keyboard control
- Flexible cable allows the swapper to work in conjunction with accellerators etc.
- Simple to fit - full instructions

| | |
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| Pro ROM Swapper | £18 |
| Pro ROM Swapper + 1.3ROM | £37 |
| Pro ROM Swapper + 2.04ROM | £40 |
| Workbench 2.04 plus manuals | £49 |

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# HNICAL EXCELLENCE

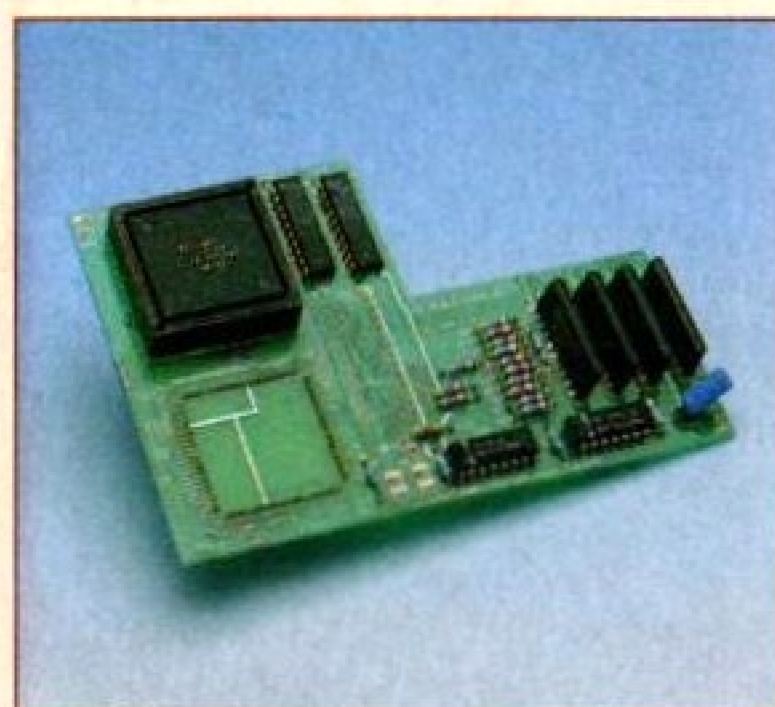
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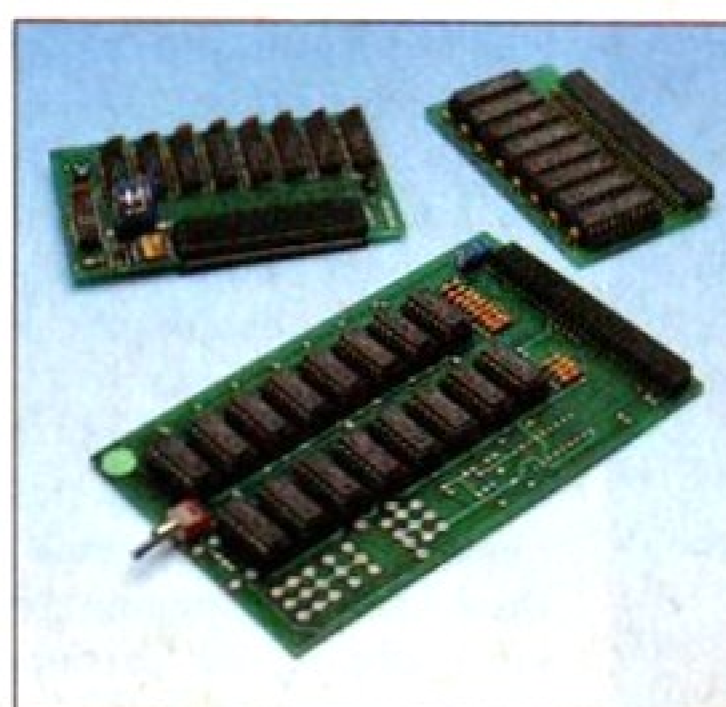

## Pro Agnus 2MB



• Provides a full 2MB of Chip Memory for the Amiga 500 and A1500/2000 • Designed and built in England • Supplied with 8375 Obese Agnus • Includes 2Mb Memory on board in the form of low power Zips • Allows the processing of elaborate animation and sound sampling • Provides the same max. chipmemory as the A3000/A600 &500+ • Increases addressable memory space from 9MB to 10MB • Complete with full instructions and flying leads • British made

• Pro Agnus 2MB **£139**
(Free fitting available - Phone for details)

## A500 Memory Expansions



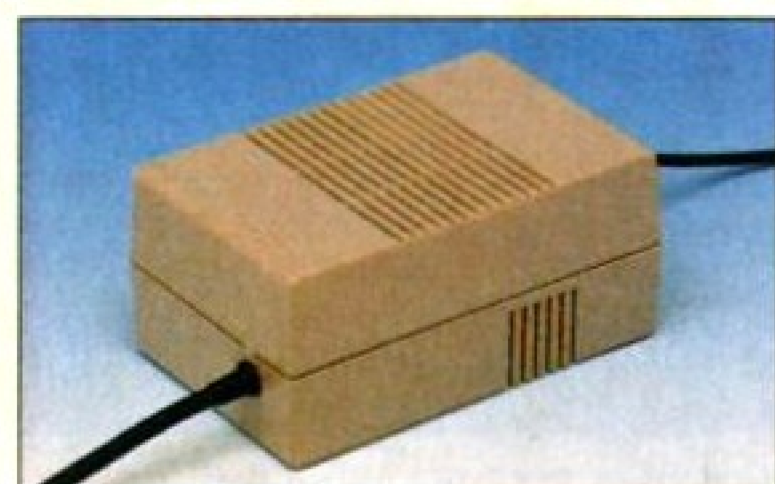
**A500 Pro-RAM 0.5 Meg. Upgrade**
- Allows 1MB software to run
- Chip memory compatible
- British made

- Without clock **£16**
- With clock **£19**

**A500 Pro-RAM 1.5 Meg Upgrade**
- Gives a full 2MB of memory **£74**

**A500+ 1MB Meg Upgrade £29.95**

## High Current Power Supply



- Allows the addition of peripherals without damage to computer or power supply
- Why risk damaging your expensive kit when one simple investment will ensure total peace of mind now and for the future
- Switch mode design
- Full crow bar projection
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## Printers



- High quality premium range of Amiga printers
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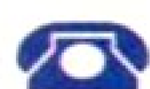
- Swift 1200+ **£129**
(9 pin, 80 column, 144 CPS draft, 30 NLQ, 4KDB Buffer)
- Swift 90 Colour **£168**
(9 pin, 80 column, 216 CPS draft, 54 LQ, 45dB quiet mode)
- Swift 200 **£186**
(24 pin, 80 column, 216 CPS draft, 72 LQ, 43dB quiet mode)
- Swift 240 Colour **£259**
(24 pin, 80 column, 240 CPS draft, 80 LQ, 43dB quiet mode)
- Swift Pro Jet **£299**
(80 column, 50 nozzle print, 360 CPS draft, 120 LQ, HP emulation 8KB buffer, 3 fonts, vertual lazer quality)

## Chips and Spares

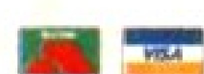


- WTS have sole distribution rights from Americas biggest Commodore chip distributor

- Workbench 2.04 Kit **£78**
(includes manuals, disks & chip)
- Kickstart 2.04 **£24**
- Kickstart 1.3 **£29**
- Kickstart ROM Swapper **£18**
(Swap between Kickstarts)
- Fatter Agnus 8372 **£29**
- Obese Agnus 8375 **£39**
- High Res Denise **£24**
- 1MB x 9 Simms (3 chip) **£29**
- 1MB x 4 Zips **£14**
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## DL1150



**DESCRIPTION**
24-wire printer with colour option

**MANUFACTURER**
Fujitsu

**DISTRIBUTOR**
Fujitsu 081-573 4444

**PRICE**
£334.88, £386.58 (colour version)

**RELEASE**
Available now.

**SPEED** ●●
Rather slow, especially when it's operating in colour mode.

**MANUAL** ●●●
Reasonably good with the information clearly laid out.

**ACCESSIBILITY** ●●●●
Programs with Workbench printer preferences can use full resolution.

**FEATURES** ●●●
Fairly good results, especially with solid colours.

**VALUE** ●●●
Not the cheapest 24-pin (wire) colour printer, but not bad value.

### VERDICT

**" A well-built printer, which can produce good quality printouts, even it is a bit on the slow side. Unfortunately, the noise it makes could wake the dead! "**

**76%**

# Fujitsu DL1150

**Fujitsu's new model isn't a 24-pin, but a 24-wire dot matrix printer. We put it through stringent Baguley tests to see if it has any more to offer.**

**WAY BACK IN** the printer round-up in issue 39, we awarded 76 per cent to the Fujitsu DL1100, with some reservations about the lack of a good selection of fonts. Since then, many new models of printer have appeared, and laser printers are now much cheaper. So, can this 24-wire printer stand up against the challenge of the lasers and the inkjets?

(It is worth pausing from the review for just a moment to point out that to all intents and purposes a 24-wire printer operates in exactly the same way as a 24-pin printer does.)

Fujitsu's designers obviously read *Amiga Format*'s review, because this new model has eight fonts built in. However, in these days of compugraphic fonts, fonts are becoming less pertinent to a printer, and the speed of output is becoming even more important.

**The DL1150 can** achieve around 200 characters per second in draft mode, and 60 characters per second in letter mode. There are faster printers available, but this is a pretty respectable speed. Another extremely nice touch (which other printer manufacturers are also following) is the inclusion of a specific Amiga driver, so that the user doesn't have to fiddle around with any emulations, although this printer can pretend to be an Epson or IBM pro printer if necessary.

Stick this printer into your DEVS: drawer, set it up in the printer preferences program, and any program that uses the Workbench preferences settings should be able to print out in the maximum resolution possible (360 by 180 dots per inch).

Unfortunately, there is no installation software, and the accompanying instructions are somewhat vague, which could be a problem for less experienced users.

If you want to print in colour, an optional colour kit and four-colour ribbon is available. Bolt these on and set the driver to colour, and you can print out in full colour from programs such as *DPaint* or *Wordworth*.

However, the quality of the colour printouts the Fujitsu produces is not the best I've ever seen, with pronounced banding and uneven colours. All dot matrix colour printers suffer from this to a degree, but this model does seem to have more problems than most others. The colour ribbons are reasonably cheap (around £5 each), so the printer won't cost a fortune to run.

**This isn't a bad** printer, but it's nothing outstanding. The monochrome print quality is good, but the colour quality leaves something to be desired.

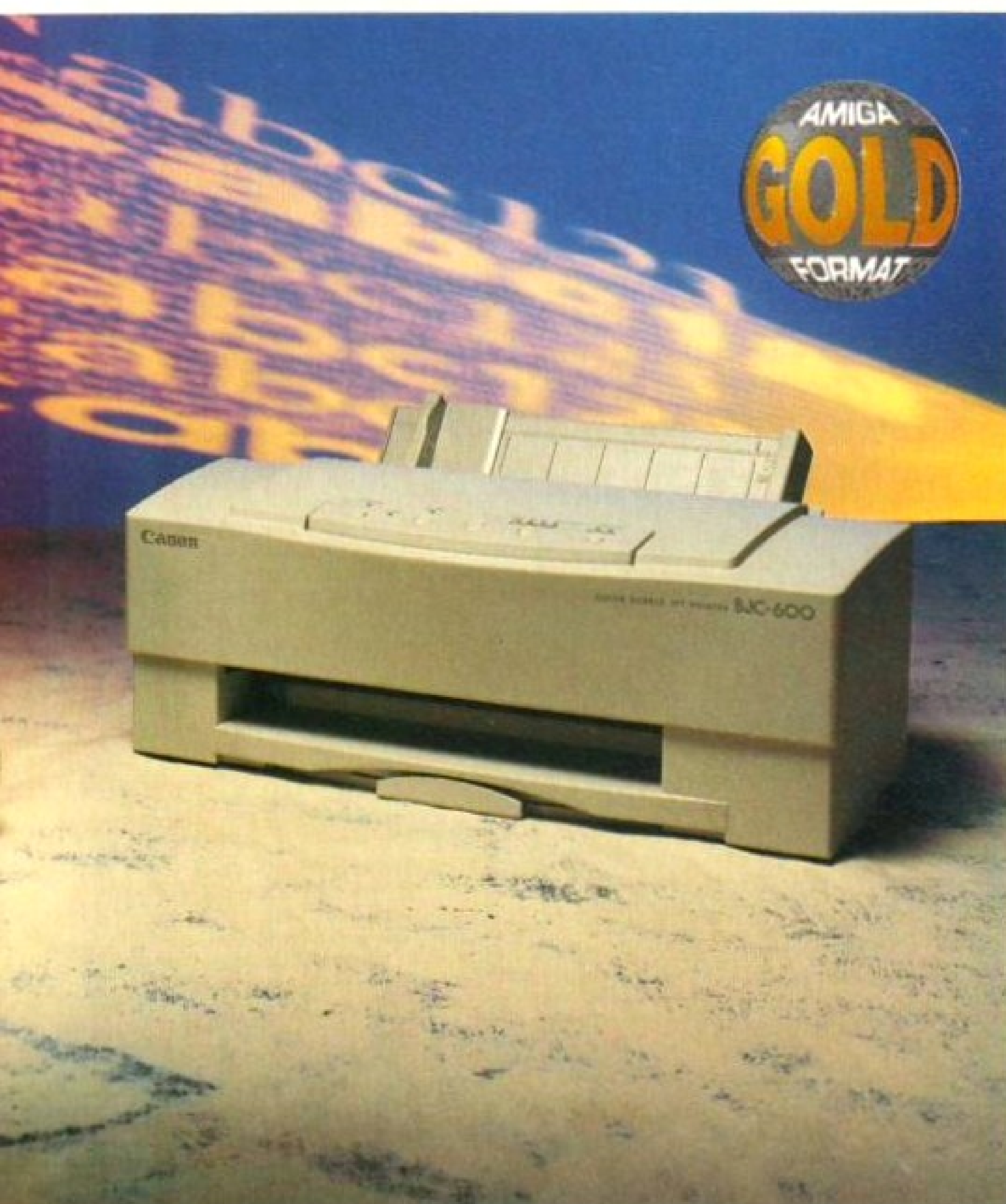
Its print speed is fast, but when you're using colour this does tend to slow it down somewhat, because every strip has to be printed four times for each of the component colours. The DL1150 is also an incredibly noisy printer, and as I set it for a long colour printing session, the high-pitched whine was commented on in no uncertain terms by several people in the *Amiga Format* office.




The growing popularity of producing colour printouts has pushed manufacturers to develop hi-tech quality machines...



Being a dot matrix (wire) printer, the Fujitsu Dl1150's colour output suffers from pronounced banding and uneven colours.



...We find out if the latest models from Canon and Fujitsu live up to the high standards that users will demand.

# Canon BJC-600

**If anybody can, Canon can. But can Canon now do what Canon already can in colour? Richard Baguley tests their latest colour bubblejet.**


Using the Canon's Print Studio settings, the contrast and brightness of images can be adjusted to produce more balanced results.

**THE CANON BUBBLEJET** range of printers have acquired an excellent reputation over the past few years for producing high-quality printouts without deafening the neighbours. Now those clever Canon chappies have come up with a printer which uses the same bubblejet technology, but prints in colour.

Physically, the BJC-600 looks much like the previous Canon models, although the casing is slightly larger. A single sheet feeder at the rear of the printer can accommodate up to 100 sheets of paper, which are automatically fed into the printer when required. Paper feeds out of the front, and a tray slides out from the rear of the case to collect the output. Easy access to the toner cartridges and the paper path is provided by the top of the case which is hinged.

**The ink is** held in four separate cartridges (for the black, cyan, magenta and yellow ink) in the print head. These are made of clear plastic, so it's easy to see how much ink you've got left. Keeping the colours separate is also a good move, as some colours, particularly black, may run out quicker than others.

Most colour printers require several printing passes over the paper, but this one prints all four colours in one pass, because each colour has its own print head. If you're working in the highest density (360 x 360 dpi), the printer builds the image in two passes, because the print head can only print 180 dots per inch. The two passes are slightly offset, giving an apparent resolution of 360 dots per inch.

A new ink cartridge should cost you about £8, but they seem to last for a good few pages. Exactly how long they last depends very much on what type of printing you are doing – if you output a lot of solid colours and heavy blacks you will use up large amounts of ink very quickly.

Also included with the printer is the *Canon Print Studio*, which is a cut down version of the *Print Studio* program by Wolf Faust reviewed in *AF* 51. This now includes a BJC-600 driver which can give you full colour at 360 x 360 dots per inch.

**The print quality** of the Canon BJC-600 is stunning, with bright, vibrant colours and good solid blacks. Strong images such as the parrot shown on this page can look a little dark when printed at the maximum resolution. However, a bit of judicious adjustment to the contrast and brightness of the image in the Print Studio colour adjustment settings window should enable you to get around this. Also, the output of solid colours from a structured drawing program such as *Professional Draw* or *ProVector* is excellent.

The Canon BJC-600 certainly isn't as cheap as a 24 or 9-pin dot matrix colour printer, but the results it produces are far superior. It's not a fast printer, but it is extremely quiet. The separate ink cartridges provided should keep running costs of this Canon model down, although this type of printer is never as cheap to run as a dot matrix. AF

## BJC-600



**DESCRIPTION**
Colour bubblejet printer

**MANUFACTURER**
Canon

**DISTRIBUTOR**
Phoenix 0532 311932

**PRICE**
£599

**RELEASE**
Available now

**SPEED** ●●●
Its colour printing is a touch too slow.

**MANUAL** ●●●●
Three manuals packed with easy to read information.

**ACCESSIBILITY** ●●●●
The Canon Print Studio and driver install quickly and easily.

**FEATURES** ●●●●
360 x 360 dpi resolution in full colour. Good colour rendition.

**VALUE** ●●●
Not cheap, but produces high-quality results.

## VERDICT

**" Although this is not a high speed machine, its price reflects the top quality colour and monochrome output it produces. Colour printouts are bright and vibrant. "**

**90%**


Access


VISA


The Epson TV in action. Images can be projected on to almost any background, but white and silver provide the best results.

# Epson TV

**If your telly isn't big enough, you'll need one that can project on to the wall. Richard Baguley looks at Epson's latest.**

**IF YOU WANT** to show your latest Amiga animation to a group of people, or make a presentation on the merits of multimedia to your directors, a big screen can be extremely useful. You can get big televisions, but they're usually exactly that, big and bulky. What's needed in these situations is a TV that gives a big picture, but is easy to carry around.

The Epson VP-100PS is designed for just this eventuality. Instead of a TV picture tube, the Epson TV uses a single light and three liquid crystal light filters to produce the image. Each of the three filters handles one of the red, green and blue components of the image, and the three colours are then combined together to form the image. This is projected through a lens, and focused on to the screen.

You can use more or less anything for a screen (including a wall), but you get some pretty bizarre results if it isn't white or silver. The projector uses a single 300W bulb, which means that the images are bright, but they do fade if the screen is any bigger than about seven feet across.

Physically, the projector TV is a box about five inches high by a foot deep and two feet long. The lens is located on the front along with the controls for volume, brightness contrast and colour. At the rear are the inputs: four BNC sockets for analogue RGB (as used by the Amiga), a single 15-way socket for digital RGB (as used by IBM PC compatibles) and a phono socket for composite video. Two phono plugs for audio input are also present, and the unit contains two speakers on either side of the box. Also supplied with the unit are leads for connecting to the Amiga.

To use the projector TV just plug the leads into the TV and Amiga and turn on. No special drivers are needed, but the TV cannot cope with the Double Pal modes used in Workbench 3. However, it happily copes with HAM-8 Super Hi-Res images, although text is unreadable at this resolution. The liquid crystal matrix used to create the picture is only 320 by 264 pixels, so if you use a resolution higher than this, parts of the picture will be lost.

Overall, the sound and picture quality is extremely good, although the images are not as clear as on a monitor. Subtle shades of colour tend to blend together, and the image has a rather annoying flicker which gets worse when you work in a higher resolution mode.

The Epson TV is extremely portable, measuring about five inches high and a foot deep.




## EPSON TV



**DESCRIPTION**
Video Projector

**MANUFACTURER**
Epson

**DISTRIBUTOR**
Visual Productions, 0494 890601

**PRICE**
£799

**RELEASE**
Out now

**PICTURE** ●●●●
Very good, but it does suffer if you expand it over seven feet across.

**EASE OF USE** ●●●●
With the included cable, all you need to do is to plug it in.

**CONSTRUCTION** ●●●
Pretty tough, and includes a useful carrying case.

**FEATURES** ●●●●
Can be connected to a video recorder as well as your Amiga.

**VALUE** ●●●
Not cheap, but it performs its job very well.

## VERDICT

**" The image quality is nowhere near as good as a standard monitor, but if you need to show images to large groups of people, this projection TV is an excellent product. "**

**85%**

# "IT IS WITHOUT DOUBT THE MOST POWERFUL CAD PACKAGE FOR THE AMIGA BAR NONE. NO OTHER PACKAGE COMES CLOSE"

***AMIGA FORMAT***

## XCad

**SPEED** - An Amiga 1200 is 12 times faster on zoom and redraw than AutoCAD running on a fast '386.

**PRACTICALITY** - Ideal for design in architecture, electronic and/or mechanical engineering.

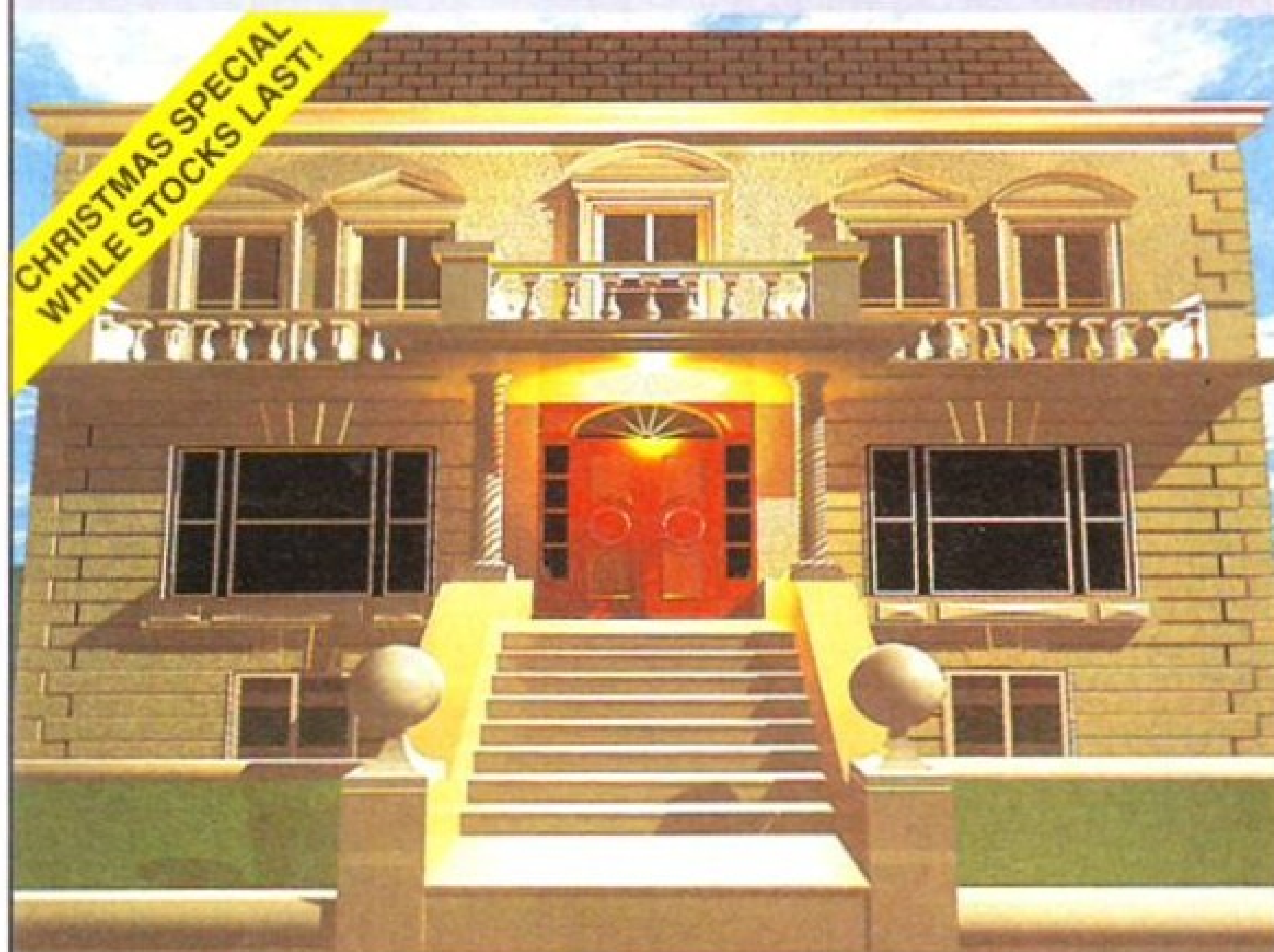
**COMPATIBILITY** - AutoCAD DXF import/export comes complete across the XCad range. Print to plotters, laser or dot-matrix printers.

**MODULAR** - Simple upgrade from XCad 2000 to XCad 3000 and PC/UNIX versions.

## Imagine

The 24 bit image below was completely originated on an Amiga computer. The drawings were designed with XCad, the 3D model was created from the 2D drawings and the 24 bit image (1280 x 1024 resolution) was rendered with Imagine! Compare this to AutoCAD, and 3D Studio which will cost £4550 - and that's just for the software!

Never before has the Amiga been so well complemented. Never before has the Designer been given so much power, speed and flexibility at such an affordable price.




**The above building was designed by Architect David Bishop, modelled by XCad and rendered with Imagine.**

XCad harnesses the incredible power of the Amiga to deliver a draughting tool to beat all others. Processing times are cut to a fraction of most PC based systems. Plans, designs and blueprints can easily be produced using simple, flexible menus or commands.

The XCad range starts from as little as £79* for XCad 2000 (1Mb FAST RAM minimum) which includes both 2D Detailing and 3D Modeling plus automatic perspective views.

To order the Amiga's No. 1 CAD package, contact your local dealer or call:

**HOBBYTE COMPUTING**
Tel: (0727) 856005

**DIGITAL MULTIMEDIA LTD**
Tel: (081) 977 1105

* Christmas Special Promotion, price reduced from £129 to £79 for full 3D XCad 2000 - while stocks last.

All trademarks acknowledged

# NODDY'S™ BIG ADVENTURE

Noddy's Big Adventure is the sequel to the highly successful Noddy's Playtime. It takes children to the North West corner of Toyland and includes 13 different programs to educate and entertain children for hours on end.

This graded creativity and entertainment package is specifically designed for 3-7 year olds and relates to the early requirements of the National Curriculum.

Drive with Noddy in his car, pick up passengers along the way and visit many exciting locations.

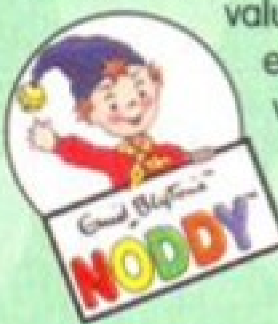
- Kitchen Fun - sequencing, colour and shape matching and vocabulary
- Noddy's Scales - number matching through to addition
- Tricky Trees - memory, sequencing and the language of colour and shape
- Can you Find me? - shape and colour recognition
- Bert's Scrapbook - sequencing and reading skills
- Beach Sorter - sorting
- Picnic Attack - water fun game

Junior Word Processor - this excellent utility develops story telling skills. Its scope is outstanding and features many facilities found in 'grown up' word processors. There is also a word game in each level to create an element of fun.

Available for: Amiga, Acorn Archimedes, PC and PC Windows.




# NODDY'S™ PLAYTIME




Noddy's Playtime added a new perspective to educational games, the outstanding value from this extensive package has set new standards of parental expectation in this important area of software based on learning with fun.

Drive around Toy Town, explore exciting locations and learning programs and a full Junior Art Package packed full of creative fun. Designed for 3-7 year olds.

Available for: Amiga, Acorn Archimedes, PC and ST.

**PLAYTIME & BIG ADVENTURE TWICE THE LEARNING EXPERIENCE**



THE JUMPING BEAN CO.

Leen Gate Lenton Nottingham NG7 2LX
Tel: 0602 792838 Fax: 0602 780963

Available from: Boots, Currys, Dixons, Escom, Future Zone, Game Ltd, John Lewis, John Menzies, PC World, Rymans, Tandy, The Computer Store, Virgin and many specialist outlets.



# United Public Do

*Look out for the CLR logo!*

*The innovators*

# THE BEST SELECTION OF PD IN THE UK !

## ASSASSINS GAMES PACKS!

*The best selection of PD games ever assembled anywhere now all autoboot on A1200! (though not all games will run)Something for everyone!*

ASI 1 Tanx, Rollerpede, Avatris Amigoids etc!+
ASI 2 Invaders,Bally 2,Missile command etc!+Y
ASI 3 Megaball & Drip Superb gamepack! +Y
ASI 4 Frogger Go Moku,Cracker Jumpy etc!+
ASI 5 Raid, Go Looly & Retaliator+Y
ASI 6 Pacman*Downhillchallenge Welltrix etc!+
ASI 7 Moonbase, Trix,Nightworks Clauderunner!+
ASI 8 Airace2,Hball,Snakepit & Numberfumbler!+Y
ASI 9 Features Battle pong & Blizzard! + Y
ASI 10 Escape, Pipeline, Pickout & Sys!+
ASI 11 Dad, Connex,Reversi Towers & Trippin+
ASI 12 Llamatron, Car, Powerpong, XFI. Fab!!+
ASI 13 Twintris, Squamble,Block It,Ball etc!+
ASI 14 ChinaChallenge2 & Amiga Columns!+Y
ASI 15 Battlecars Lettrix & Mambamove!Y
ASI 16 Wastelands, Mission X,Dellemna,Pacman +Y
ASI 17 Tomcat, Defenda, Jetman Bugblaster+ Y
ASI 18 Henry in Panic Skyflyer Omega race!+ Y
ASI 19 Growth,FranticFreddy,Biplane & more!+NOT600
ASI 20 Microbes Hollywood trivia Coin drop +Y
ASI 21 Zeus Tettrix Battlements & Dragonflies+Y
ASI 22 Lemmingoids,Wizzys quest Duel Mouthman+Y
ASI 23 Quick money,BIP,Interferon Arcadia+
ASI 24 Revenge of camels Dux Croak 3dmaze etc!+Y
ASI 25 Mr Brick,Copper,hemeroids,E Type+Y
ASI 26 Superpacman 92 Smashtv Ashido System 4etc+
ASI 27 Addictive card games. Really good!+Y
ASI 28 Doody, DrMario, Invaders2, Madbomber2+
ASI 29 DOG, Rome, Nova, B-Bal, Atax, Quadrix+Y
ASI 30 Bounce & Blast, Total Fire Tank attack!+Y
ASI 31 Arazmaz,Crazy pipe, revolution etc!+ Y
ASI 32 Blob, Sector one & Firefighter! +Y
ASI 33 Hyperball & War! 2 good games+Y
ASI 34 Trailblazer, Yelp, Qbic Rushour! +Y
ASI 35 Poing,Snakepit,Cybernetix Jump n roll!+Y
ASI 36 Mother lode, Wonderland, Kong Tactix!+Y
ASI 37 Klaktris, Ghostship, Paccer etc!+Y
ASI 38 One on One,Baldy,Skyflyer2,Transplant!Y
ASI 39 Lots of card games on this disk! +Y
ASI 40 Disk full of sliding puzzle games!+Y
ASI 41 Pacman deluxe, Hellzone Leap II etc+
ASI 42 Galaga, Intuder alert Dogs in space!+
ASI 43 Interlock Roulette Octothello etc!+Y
ASI 44 Nibbler,Mouse Impossible,Roll on etc+Y
ASI 45 Dris,Paccheese,B-Castle Teserae etc+Y
ASI 46 Amiga Q, City,Checkers, Ouch etc! + Y
ASI 47 Elevation, Furmyre,Crave,Arena! + Y
ASI 48 Point to point,Psycho santa etc! +Y
ASI 49 Deathbringer in space Sue 1+2 etc!+Y
ASI 50 Euphorion,Roach Motel,Balders grove! +Y
ASI 51 Lamers, Fighting Warrior Shapes! +Y
ASI 52 Rockslide, Mouthman, & Nu! +
ASI 53 Venus Invaders,Mastermind etc! + Y
ASI 54 Serene,Serene II & Car Wars! + Y
ASI 55 Cli-tris, Pacatac & Asteroids! + Y
ASI 56 Stormeagle, Extreme Violence & Tiles!+Y
ASI 57 Poo-poo Dominoes Dizzy diamonds Squirm+Y
ASI 58 Super raid 4 Magnatron & Maiessae!+Y
ASI 59 Turbo thrust GX200 & Leedings! +Y
ASI 60 Pipe master2 Alien Hunter & Checkers! +Y
ASI 61 Rattlesnake Running Chaser Scud blaster+Y
ASI 62 Pipeline2 Mazeman & Up and Down ! +Y
ASI 63 Nautilus Frenzy & Drive It!! +Y
ASI 64 Oblivion(fab!) Breakout con kit etc!+Y
ASI 65 Paranoids Chess Word Puzzle Word search+Y
ASI 66 Cow wars Asmastermind & Asokoban! +Y
ASI 67 Siege of the Beast,E Type II & Vektor!+Y
ASI 68 Demolition Mission,Bounder & Atoms!+Y
ASI 69 Klondike,Celestial Apoker Bridge etc!+Y
ASI 70 Digital Tetris, Wangle & Tetris pro!+Y
ASI 71 Numerix, Battleships & Vs Tanks! +Y
ASI 72 Escape pre, Boulderdash(not 1200) Carll+Y
ASI 73 Lexess, Concentration & Challenger!+Y
ASI 74 Crazy pipes II,Bombjacky & Chute! +Y
ASI 75 Double-squares Colours & Diamond thief+Y
ASI 76 Gnu Chess, Cubus & Gerb! +Y
ASI 77 Balloonacy, Cliff hanger & Descender! +Y
ASI 78 Little Boulder, Headgames Fruit Panic! + Y
ASI 79 Gray Attack,Boulderdash collection II & Atoms! +Y
ASI 80 Army Miner Flip II,Golf The Gallows etc +Y
ASI 81 Amos Defence, Thunder Tron & Gergundula! +Y
ASI 82 Artillervs Shuttle run & Arcade Volleyball+Y
ASI 83 Loadsamoney, Pong & Spider(cards)! +Y
ASI 84 Enigma, Atishoo & Zerberk! +Y
ASI 85 Paradox pre, Matchcards,Rubik & Bagitman! +
ASI 86 Smurfhunt,Lords of Host,Legend of Lothian.+Y
ASI 87 Aztec Challenge,Jonus Fullstrand & Landmines+
ASI 88 Defender, Relayer & Mosaic! +Y
ASI 89 Megaball 2.1, X fire and Cluedo!+Y
ASI 90 Flashbier, Startans & Minefield! +Y
ASI 91 Roton, Matrix & Spectrum! +Y
ASI 92 Bill, Oblidox, & Solitaire Sampler! +Y
ASI 93 Smash bang wallop, Mr Munk & Alien bash!+
ASI 94 Super skoda challenge,Merchamoid & Giddy! +
ASI 95 Premier pics,Tangle,Bop & Flop & Super league man+
ASI 96 Dungeon Flipper,Backgammon Tumble tots rasterbike+
ASI 97 Bunnyblast,Mutants from Mars, New stubb city!+Y
ASI 98 Skychase The Phone company & Nestor cards! +Y
ASI 99 Gribit, Paranemmoi, Space Wars & Org! +Y
ASI 100 Bloadrunner, Patience & Monaco! +Y
ASI 101 Meltdown, Paragon Boomerang & Rothello! +Y
ASI 102 Fruit Salad, Rebound & Pacsim! +Y
ASI 103 The Lost Oocrest, Wacky wabbit & Megarace!+Y
ASI 104 Wooden Ball, Operation meteor & Pork a pork!+Y
ASI 105 Particle man,Rummy & Desert defender! +Y
ASI 106 Simon,Cosmoroids II Willy worm & Micro market!+Y
ASI 107 Serene III, 4 row 3d Equilog & Yacht C ! +Y
ASI 108 Strikeball, Ringwar, Four in a row & Obsess! +Y
ASI 109 Psyco blast,King high,Deluxe hamburg Thrallbound+Y
ASI 110 Space rescue Tiles Zero & Huskerou! +Y
ASI 111 Karate Worm II Stax & Billy Dragon! +Y
ASI 112 Thunderton II Aliens Tron & Step 2! +Y
ASI 113 White rabbits preview,Trek trivia & Popeye!!! +Y
ASI 114 International Cricket pre,Insectoids II & Yum yum! +Y
ASI 115 Star trek shoot up,Egyptian run Slime line & Shark!+Y
ASI 116 Blue Diamonds4 Tsch & Sorry! +Y
ASI 117 AirWarrior, Triple Yachtzee & Yougi! +Y
ASI 118 Zombies, Armymines 14 & The last Tetris! +Y
ASI 119 Robouldix, Speed(cards) &Trik trak(backgammon)!+Y
ASI 120 Fireblaster, Super blockout & Trax! +Y
ASI 121 Chainsaw massacre, Brainbow & Worm! +Y
ASI 122 Boulderdash collection,Project Buzzbars& XenonIII+Y
ASI 123 Artilleros II, Lamerbug & Yahtzee! +Y
ASI 124 Mr & Mrs, Elevation II & Haser backgammon! +Y
ASI 125 Namegame, Marbleslide & Snake! +Y
ASI 126 Short out, Kynaston Kid & Dodge ems! +Y
ASI 127 Shanghai 93, Lazer Zone & Oxo! +Y
ASI 128 Space Invasion,Deluxe pacman1.4& Solarsys wars+Y
ASI 129 Boulderdash Royal, Trax & Trax editor! +Y
ASI 130 Chain Reaction, Batman & Uggo! +Y

**Assassins game packs made up in any numbers you require: eg ASI 1-35 only 33.95 inc P&P!!!**
**FUNPACK GAMES PACK 1-35 only 33.95 inc P&P!!!**
**(most run on Amiga 1200!)**

## GAMES

PG006 ANTEP & SLOT CARS role playing game+ Y
PG021 ATIC ATAC Really playable game! + Y
PG023 BATTLEFORCE strategy war game!
PG024 BLACKJACK A good card game! +
PG026 CASTLE OF DOOM Excellent! Get it + Y
PG028 COLOSSUS & WORLD Fab adventures !+ Y
PG031 DARKSTAFF Spec emulated text adventure!+
PG032 DRAGONS CAVE D&D style game Mega+ Y
PG034 ETERNAL ROME Strategy & DOMINOES+ Y
PG046 HACK Great text adventure-infocom style! +Y
PG047 HOLLYWOOD TRIVIA Nice Trivia Game! +
PG048 HOLY GRAIL One of the best Text adventures+ Y
PG053 LARN A superb text adventure game + Y
PG059 LORE OF CONQUEST space trading D&D game Y
PG062 MENTAL IMAGE 1 Gridrunner invaders & rebound+
PG063 MORIA Classic adventure now version 5.4! +Y
PG064 NAPOLEONIC WAR SIMULATOR A strategy game!
PG068 NO MANS LAND Hi tech war game-shoot em up. +Y
PG070 PETER'S QUEST Rescue the maiden platform!+
PG071 POM POM GUNNER Like beach-head on the 64+Y
PG072 PROPERTY MARKET Become a millionaire !!!
PG073 RAPHAELS REVENGE Turtle game in SEUCK!+
PG074 RETURN TO EARTH Elite space trading game! +Y
PG076 SEVEN TILES Speedball type game-MEGA!
PG079 SEALANCE A submarine strategy game +Y
PG101 THE INSIDERS CLUB Stocks & shares game
PG121 A500+ GAMES PACK 21 games to run on a plus+Y
PG127 AIRMANIA Super platform game from Addware + Y
PG128 CHEAT WORKS Stacks of new cheats.
PG129 PUGGLES Brilliant Q*Bert game!
PG131 ATLANTIS A nice looking strategy game!+
PG138 BATTLE OF BRITAIN & WAR strategy War games!
PG139 DUNGEONS OF MADROJ Excellent D&D game+Y
PG140 MIND GAMES Stacks of fun with this!
PG149 A NIGHT AT THE TOWN Witty text adventure!+
PG153 WAR very good strategy/arcade game+Y
PG154 NUMPTY & ALIEN INVADERS Manic miner type game
PG159 MR BRICK Great mario type collect coins game!
PG164 GAME TAMER 2.3 joystick tester & 268 cheats!+
PG165 SOLID SQUAD Nice little driving game!
PG168 WHATSITSNAME Great new puzzle game just in.
PG174 AMOS CRICKET Shareware cricket game,1 or 2plr+
PG175 SPACETRAX 2 player shoot each other up game+Y
PG178 MENTAL IMAGE 2 Three Excellent new games +
PG180 SECTOR 1 A nice game similar to Alien Breed+
PG182 ETHOS Simple graphical adventue Sinbad style+Y
PG183 CATACOOMBS great D&D style game. VG.GFX +Y
PG184 FATAL MISSION Very good Shootemup game +
PG190 TOP SECRET An exellent quality platform game!+
PG191 ACT OF WAR New space strategy game! +Y
PG194 INTRUDER ALERT Very good strategy game!
PG199 CASHFRUIT Nice fruit machine game! +Y
PG200 ALL ROUNDER CRICKET New cricket game!+Y
PG202/3 IRON CLADS Good strategic war game!(2)Y
PG205 SOCCER CARDS Football managing game!+Y
PG218/9 CLASH OF THE EMPIRES Super strategy!+ Y
PG226 3D GAMES 3 games done in 3d construction+Y
PG247 PICTURE TILES Nice picture puzzle game + Y
PG255 KINGDOM AT WAR Nice strategy war game!+Y
PG256 LCD DREAMS 4 small LCD games! +Y
PG257 THE FUNHOUSE Enigma,Thundertron & a slide!+Y
PG258 AGA TETRIS 1200 tetris game & more! Y
PG259 PICTURE PUZZLE Solve picture jigsaws!+Y
PG260/1 18TH HOLE A nice golf game! (2) +Y
PG262 AGA CHESS Needs 4mg of ram to play! AGA ONLY.
PG264 SOLITAIRE SAMPLER Nice new game! +Y
PG265 WIBBLE WORLD GIDDY Fab platform game! +Y
PG266 BOX ADVENTURE Nice shareware adventure+Y
PG267 SLAMBALL V1.1 Futuristic Management sim! +Y
PG272 MAYHEM 2 Multiplayer manic maze game! +Y
PG273 MUGSIE Money making gangster adventure!+Y
PG274 ROULETTE & PUNTO 2 nice games (not 1.3)+Y
PG275 BLITZ GAMES Worm Buzzbar Speed+ Insectoids+Y
PG277 ZOMBIE APOCALYPE & DEFENDER 2 fab games+Y
PG278 BILLY BURGLAR Just try & escape the spotlight+Y
PG279/80 OLYMPIAD 2 disk Lemming olympic events(2)+Y
PG281 CAVEFLIGHT Simple dodge the obstacles game+Y
PG282 SERIOUS BACKGAMMON DEMO Super version+Y
PG283/4 EXORCISM Good 2 disk adventure+graphics+Y
PG285 FUN WITH CUBBY DEMO 1 level of CLR game!+Y
PG286 MYSTERY 2144AD Nice text adventure! +Y
PG287 MARKSMAN1 Shooting games for Trojan light
PG288 MARKSMAN2 phaser or mouse,good graphics!+Y
PG289/90 NECESSARY ROUGHNESS American football+Y
PG291 TITANIC CHEATS Hundreds of useful cheats! +Y
PG292 NUMTRIS Version of Tetris with numbers! +Y

## EDUCATION

PE001/5 EDUCATION SET science programs for ags 11+ +Y
PE006 KIDSPAINT Fab little talking colouring book+Y
PE007/8 LEARN & PLAY Maths, spelling etc. 5-10 yrs +Y
PE009 STORYLAND 2 Save toyland from the witch! +Y
PE010 TOTAL CONCEPTS ASTROMOMY Book on disk.+Y
PE011 TOTAL CONCEPTS DINOSAURS Book on a disk+Y
PE013 SIMON & SPACE MATHS Talking maths program
PE014 SPANISH, FRENCH, GERMAN TUTOR+Not 600!
PE015 TREASURE SEARCH find the lost treasure ! +Y
PE016 COLOUR THE ALPHABET learn letters & colours! +Y
PE018 TYPING TUTOR, Superspell Budget & Mscalender+Y
PE019 DUNKS DTP A sort of DeskTopPublisher for kids +Y
PE020 MATHS DRILL Good maths disk for the young! +Y
PE021/4 SCIENCE Very good four disk set!+ (4)Y
PE025 FRACTIONS & SILHOUETTES Good maths tutor+ Y
PE026 WW II FACTS Good historical program!+ Y
PE027 AMIGA BEGINNER Learn to use your machine+ Y
PE028 MATHS ADVENTURE Solve questions to progress+Y
PE030/2 DESKTOP GUIDE TO ELECTRONIC MUSIC! +Y
PE033 MATCH WITH HUMPTY Match the objects! + Y
PE034 WORLD GEOGRAPHY Quite useful disk! +Y
PE035 KIDS DISK1 Super to learn reading! +Y
PE036 FIREWORKS ALPHABET Good for kids! +Y
PE037 HOORAY FOR HENRIETTA Superb preview!+Y
PE038 HENRIETTAS BOOK OF SPELLS Fab preview!+Y
PE039 COLOUR IT Exellent little colouring pad!+Y
PE040 HOW THE EARTH BEGAN The full story! +Y
PE041 SINGALONG NURSERY RHYMES Good fun! +Y
PE042 CHILDRENS FAVOURITES More fun! +Y
PE043 PICTURES & LETTERS For very young.1mg chip+Y
PE044/5 AMERICAN FOOTBALL Learn the game(2)!+Y
PE046 TOTAL CONCEPTS DINOS 3 PREVIEW Superb +Y
PE047 ASI BACK TO SKOOL1 Style Count & Words +Y
PE048 ASI BACK TO SKOOL2 Simon Cal maths train etc+Y

## BUSINESS

PB001 AMICASH bank management program+Y
PB002/3 ANALYTICALC Superb spreadsheet!+ (2)Y
PB004 ASI LABEL PRINTERS 3 of the best+Y
PB005 BANKIN control your cheque book! +Y
PB006 BUSINESS CARD MAKER Nice program+
PB007 CLERK Complete accounts package+Y
PB008 DESKTOP PUBLISHER Simple to use +Y
PB009 FLEXYBASE DATABASE Address keeper+Y
PB011 MISC.BUSINESS Geotime, Grocery list, Calc
PB013 QED Simple & effective text ed+Y
PB014 RIM DATABASE Fully relational !!+Y
PB015 TEXTPLUS V3.00 The BEST Wordprocessor +Y
PB017 VISICALC SPREADSHEET Simple to use+Y
PB019 BUSINESS LETTERS contracts, letters + more+Y
PB020 TEXT ENGINE 4.0 THE LATEST Version !!! +Y
PB022 BBASE IIIv1.3 Latest version of super database+Y
PB023 FORMS REALLY UNLIMITED form creation prog+Y
PB024 LAST WILL & TESTAMENTS Just in case !+Y
PB025 EDWORD Brand new wordpro - V.good +Y
PB026 AGRAPH Superb Program graphing data +Y
PB028 LITTLE OFFICE Intergrated Wpro,Ssl,Dbase,Gfx+Y
PB029 ADDRESS PRINT Good label printing program! +Y
PB030 THE MONEY PROGRAM Home accounting! +Y
PB031 EASYCALC A superb new Fast spreadsheet! +Y
PB032 PAY ADVICE Keep record of payslips! +Y
PB033 A BASE A shareware database program! +Y
PB034 ILLINOIS LABELS Super label program!+Y
PB035 BUDGET V1.34 manage personal finances!+
PB036 CHECKBOOK ACCOUNTANT V2.01 superb! +Y
PB037 AMIBASE PRO II Latest version of database! +Y

## UTILITIES

*(Note: "Y" = ok on A1200!)*

PU002 A-GENE Good geneology program + Y
PU004a/b A64 EMULATOR NEW VERSION 2.0 (2)
PU005 AMATEUR RADIO 1 Interest to radio hams + Y
PU010 ARP 1.3 Amigados requester system!+
PU012 ASI GRAFFIX UTILS graphics convertors etc+Y
PU013 ASI BOOT UTILITIES bootblock utilities + Y
PU015 BIORYTHMS, STARCHART 2 Good programs+ Y
PU021 C-LIGHT RAY TRACER Good program+ Y
PU022 CHEMESTHETICS molecule displayer + Y
PU036 CURSER BASIC COMPILER Just what you need!+
PU037 D-COPY The best PD disk copier & more + Y
PU039 DBW The forerunner to Skulpt 3D !!! + Y
PU048 DYNAMITE FONTS II CutNPaste fontscreens Y
PU049 DYNAMITE FONTS More CutNPaste Fonts Y
PU055 ELECTROCAD DEMO circuit designer +
PU058 FONTS AND RAM MANAGER BIG video fonts+
PU059 FONTS & SURFACES Backdrops & fonts+ Y
PU062 GRAPHICS UTILITIES Various misc. programs+Y
PU063 HAMLAB PRO V2.08Convert VGA PC >IFF/HAM + Y
PU064 HARDDRIVE UTILS MRBackup & FixDisk & more+Y
PU065 ICONMANIA Program icons & more !+ Y
PU066 ICONS Cramm packed with icons !+ Y
PU067 IMPLODER V4.0 Megacrunching Util+ Y
PU069 JAZZBENCH Alternative Wb for 1.2/3 users.
PU071 JR COMM 1.02 Modem users comms package Y
PU072 METALLION UTILS Font Editors & more utils+ Y
PU073/76 KING JAMES BIBLE Old&New testaments (4)+ Y
PU078 M-CAD Hires design package. Excellent + Y
PU080 MESSY-SID 2 Read/Write PC Files, Brilliant!+ Y
PU083 MORSE PROGRAMS for the radio hams. Y
PU086/7 NORTH C 1.3 (2) Complete C compiler & libs+ Y
PU088 NORTH C 1.3 This is the packed 1 disk version!+Y
PU095 PRINTER DRIVER GENERATOR & new drivers+ Y
PU097 PRINT STUDIO V1.25 Prints pics & text etc.+ Y
PU108 ROT A simple 3D drawing package.Very popular.+Y
PU109/10 (2 disk) Structured clipart for Ppage + Y
PU112/3 SOMETHING FOR NOTHIN Video Utils&Fonts+ Y
PU115 ST EMULATOR Run Atari ST software !! 2 Drives
PU117 SUPERKILLERS Virus Killers! You need this! +
PU121/2 TV GRAPHICS Dpaint backdrops&Fonts+(2) Y
PU124 ULTIMATE ICONS Iconmaster,Iconlab,+ Y
PU125 ULTRAPAINT v3 A nice paint package!
PU129/30 VIDEO APPLICATIONS Video utilities+ Y
PU139 GRAPHICS CONVERTERS PC>AMiga gfx Converter
PU140 LITTLEBENCH File copier & utils Dos2 only
PU143 OPTIUTILS 1 Crammed full ! Get it+ Y
PU144 OPTIUTILS 2 Get this disk too ! + Y
PU149 ELECTRONIC PROTOTYPER Veroboard designer Y
PU152/66 CLIPART SET: 15 Disks of the BEST clipart +Y
PU167 MULTI-PLOT Superb data plotting program ! +
PU169 GELIGNITE FONTS CutNPaste fonts!+
PU174 ASTRO 22 professional astrology now V3.0! +Y
PU175 GELIGNITE FONTS II Excellent IFF fonts+Y
PU176 GELIGNITE FONTS III More of above!!+
PU177/8 BENCHMASTER Windowsbench & Messysid!!
PU180 RICHARD SMEDLEY COMP Vat Checker & more.
PU182 STOCK ANALYST Technical analysis program+Y
PU183 AMYGEN Excellent geneology program+Y
PU185/8 COSMOPOLITAN FONTS (4) Packed with fonts+Y
PU189 TRONIK VIRUS KILLERS 21 virus killers & docsY
PU191 LANDBUILDER fractal land generator+Y
PU192 SID 2 Get this ! directory util !!! MEGA!+Y
PU197 MOBED 2 Dpaint for Sprites & bobs+Y
PU198 VIDEO WIPES Masks & fades Dpaint 3/4 +Y
PU200 LITTLEBENCH 1.3 Now for 1.3 owners!
PU201 MALICE FONTS Exellent tiny fonts for Dpaint!+Y
PU202 CYCLOPS Weird Plasma/fractal creator ! +Y
PU203 SCOPE 184 utils & clips for Ppage Y
PU204 GATOR GRAPHICS Dpaint tutorial disk.+
PU205 PC TASK PC Emulator Now Version 2 VGA! +Y
PU207 MULTISID Combine SID2 & Multidos(PC>AMIGA)+Y
PU208 ASI HANDYTOOLS 3 mega compilation of utils Y
PU209 FRED FISH CATALOGUE contains FISH 1 - 880 +Y
PU210 PCQ PASCAL Latest version of this pascal compiler+
PU211 AMIGA PUNT A horse race predicting program!+Y
PU212 PERM CHECK PLUS a pools prediction prog Y
PU213 RACE RATER Another horse racing program!! +Y
PU215 CAPTIONATOR Superb shareware video titling!+Y
PU219 WBHACKS+ collection of hacks for + owners+ Y
PU221-225 8 COLOR ICONS Hundreds of new icons +Y
PU226/7 C-EYES FONTS For use in Dpaint, WB, etc.(2)+Y
PU229 JPEG 24 bit graphics compression util disk! +Y
PU230 MORE PRINTER DRIVERS new printer drivers!+Y
PU231/5 PAGESTREAM FONTS 5 disks super fonts!+ (5)Y
PU236/7 SCOPE197/8 Adobe type fonts, 2 disks full! +Y
PU238 M.O.R.C.V2 rune caster,new 1 disk version!+Y
PU240 FREECOPY V1.4 powerful disk copying program!+Y
PU241 CALORIE BASE Useful for people on a diet!+Y
PU243 ASPICE Circuit analysis program!+Y
PU244 BON APPETIT This is a recipe database program!+Y
PU245/256 C MANUAL Latest version on 12 disks! (12) +Y
PU257/61 PAGESTREAM FONTS 2nd set of fonts!+Y
PU262 RICHARD SMEDLEY COMP II Mortgages etc!+Y
PU263 LYAPUNOV Fabulous & unusual fractals!!+Y
PU264/8 OUTLINE FONTS For Pro pagev3 ONLY!!+Y
PU272 GOLF RECORDER Database for golf scores!+ Y
PU273 PC<>AMIGA Similar to Messysid, + docs!+ Y
PU274 TRONICAD V1.0 Electronic circuit design!+Y
PU278 GELIGNITE FONTS IV Yes more Iff fonts!
PU279 V MORPH V2.30 Yes a PD morphing prog!!+ Y
PU280 POOLS WIZARD Pools prediction,save disabled+Y
PU282 ASI MULTIVISION 2 Imagelab,Wasp & more,super+Y
PU285 WORKBENCH 3 BACKGROUNDS, 1200 ONLY!
PU286 INSCRIPT Program for Video titling! +Y
PU287 NUMPAD Numeric keypad emulation!(600 ONLY)
PU288 ENGINEERS KIT Test your Amiga system! +Y
PU289 AUDIO ANIMATION STUDIO Create your own! +Y
PU291 1200 WORKBENCH HACKS Useful utils! Y
PU292 1200 UTILS1 Gif & PCX datatypes etc!A must!Y
PU293/317 25 disks of Ham radio software! (25)+Y
PU318 POWER UTILS Utils written in Can Do! +Y
PU319/23 OUTLINE FONTS For Pro page 2.1 or 3!(5)+Y
PU324 WINEMAKER Database for winemakers! +Y
PU325 EZASM LAZI & A68K Programmers disk! +
PU326 PLOTTER Plots two dimensional functions!+Y
PU327/8 X BENCH all round replacement! (2) +
PU329 BCFORTRAN77 Programmers development system+
PU330 SLEEPLESS NIGHTS Utils useful for 1200!Y
PU331/43 COLOUR FONTS(ASSIGNABLE)(13) +Y
PU346 EXOTIC RIPPER V2.10 Soundtracker ripper! +Y
PU347 RAVE GENERATOR Plug in a sampler(1mg chip)+Y
PU348 SPEED UTILS Fixdisk Headclean Snoop & more!+Y
PU349 NCOMM V3.00 The latest version comms disk! +Y
PU350 KINGFISHER Fish database 1-840 (packed) +Y
PU351 ASI FIX DISK Get old programs running on dos2/3+Y
PU352 HP 550C & Cannon Bubblejet printer drivers! +Y
PU353 TAB MASTER Music to Guitar translator prog! +Y
PU354 ASTRONOMY v2 calculate info on solar system! +Y
PU355 SUPERDARK Superb & unusual screen blanker! +Y
PU356 FONTFARM Contains 55 large & Small fonts! +Y
PU357 CANON PRINT STUDIO A must for BJ owners! +Y
PU358 PPAGE TEMPLATES,GENIES etc. Very useful!+Y
PU359 PRO PAGE HELP DISK Extremely useful disk!+Y
PU360 WINDBLEND Super effects but 1200 only! Y
PU361 XPK COMPRESSION UTILS compression progs!Y
PU362 STARVIEW Gives view of star for given time etc!+Y
PU363 FORCASTER Horse racing prediction program! +Y
PU364 COURSE FORM Simple horse racing prediction!+Y
PU365 ATTIC & BLITT Useful to C programmers! +Y
PU366 WB2 UTILS Full of obscure but useful utils! +Y
PU367 PE PRINT UTILS Lots of useful labelling progs+Y
PU368 IMAGEBASE RUNTIME Standalone for CLU27+Y
PU369 TV TITLES DEMO Shareware Titling program! +Y
PU370 24 BIT UTILS Rend 24 & more useful utilities!+Y
PU371 AMOS PRINTER ROUTINE For own Amos progs!+Y
PU372/3 PARNET SOFTWARE Link 2 Amigas! (2)+Y
PU374 1200 UTILS 3 More new 1200 utilities!+Y
PU375 POOLS TOOLS2 3 pools related programs!+Y
PU376 KITCHEN UNITS Requires Introcad program! +Y
PU377 MING SHU Simple astrological program! +Y
PU378 GRAPHPRO V1.1 Shareware graphics program!+Y

## ANIMATIONS

PA039 ERIC-S AMY VS WALKER Cute & sexy! 1.5M Y
PA040 ERIC-S BATMAN vs JOKER Very funny!!!+Y
PA042 ERIC-S COYOTE STRIKES BACK 1mg too! +
PA043 ERIC-S MORE AEROTOONS Very witty !!!+ Y
PA045 ERIC-S STEALTHY II Mig-29 vs Stealthy !+Y
PA053/4 LIGHT CYCLES (2) Tron animation+
PA065/68 REAL 3D (4) Superb of the program+
PA072 THE JUGGLER A classic amiga demo!+ Y
PA074 THE WALKER vs The Helicopter - Mega !+ Y
PA075 THE WALKER vs A2000 A classic ! + Y
PA086 FRACTAL ANIMATION full screen low flying anim+Y
PA091/3 GAS TURBINE, STEAM & PETROL ENGINE (3)+Y
PA094 AMY JOGS,WALKS & SNEEZES by E Schwartz! +Y
PA095 HOW TO RUN INTO A WALL by Eric Schwartz! +Y
PA099 ATF AGILITY new ES anim, very witty as usual+Y
PA100 VTOL CONTEST Check out this new ES anim ! +Y
PA101 DOLPHIN DREAMS Great Dolphin anim! + Y
PA103/4 KINGFISHER 2 Superb bird animations!+ Y
PA106/7 THE JOURNEY Fab fractal pics & anims(2)+Y
PA109 SATURN ORBIT Ray traced flight around Saturn+Y
PA118 3 SCHWARTZ Skydive,Soft landing & bomber! +Y
PA119 STEAM ANIMATION V2.0 Now with sound! +Y
PA120 TWO STROKE PETROL ENGINE Super anim+Y
PA122/3 THUNDERBIRDS ANIM Nice animation! (2)+Y
PA141 STIRLING II ENGINE Another fab engine anim!+Y
PA142 NIGHTBREED AGA FRACTAL FLIGHT Colourful! Y
PA143 XMAS ANIMATION Amusing animation! +Y
PA145 SUNJETS ANIM Nice anim of jet planes! +Y

## AGATRON(Ok 1200!)

AGA01 RED LOTUS Spinning down the road. Fantastic !+
AGA02 JET FIGHTER landing on a runway, basic anim +
AGA03 STAR TREK - Shuttle fly past - Great ! 1m +
AGA04 KLINGON CRUISER Flying around your screen !+
AGA05 STAR TREK KLINGON fires torpedoes 1m +
AGA06 LOGO, plus a great star wars fly by animation.+
AGA07 STAR WARS FIGHTER doing loops etc 1m +
AGA08 STAR WARS, a great anim from the movie (CLI.)+
AGA09 STAR WARS - Fighter fly by, impressive 1m +
AGA10 STAR TREK - Enterprise in dry dock. Incredible+
AGA11 TRON - Tank v Deactivator. Good vectors +
AGA12 TRON ANIMATION - Not one of the best +
AGA13 ROBO 1 A nice ray traced robot waving 1m +
AGA14 STAR TREK Workbee & Reliant. 3 shots +
AGA15 LOTUS CAR, Billiards, & Jet Fighter animations! +
AGA16 STAR TREK Various anims from the star trek game.+
AGA17 STAR TREK TWOK animation Short but okay +
AGA18 STAR TREK - Enterprise fly by. Short anim +
AGA19 BOND ANIM - Copter plus a car, not too amazing+
AGA20 Huey 2 A helicopter leaving a landing pad.+
AGA21 ENTERPRISE DOCKING WITH SPACE STATION+
AGA22 ENTERPRISE APPROCHING stunning anim ! 1M +
AGA23 FLEET MANOEVRE Stunning animation! 1m +
AGA24 KULI PEN animation & Ping pong. Great! 1m +
AGA25 THE RUN , a suberb car chase 1mg +
AGA26 SHIP ROCKING at sea,/enterprise leaves dock+
AGA27 BOOK OPENING Nice anim of a book opening.+
AGA28 SHUTTLE & ENTERPRISE Fab anim by Richter+
AGA29 MILLENIUM FALCON The ship being chased -1M+
AGA30 HYPERSPACE animation & Landing animation 1m +
AGA31 PORSCHE anim rising out of table 1 mg. +
AGA32 SPACE - Space probe flying away 1m +
AGA33 PROBE Bird of prey animation & Klingonhit! 1m+
AGA34 SPACE OFFICE Star trek anim, a little short +
AGA35 SPACE PROBE, great anim of probe zooming off!+
AGA36 BIRD OF PREY, loop the loop animation 1m +
AGA37 TOBIAS GOES KNACKERS - Check this out ! 1m +
AGA38 TOTALLY WICKED ! Shuttle & Enterprise (2 MEG)
AGA39/53 AGATRON SPECIAL! Yes, a 15 disk anim!+Y
AGA54/62 AGATRON SPECIAL! a 9 disk anim, fans only+Y

## POWERANIMS

PP001/2 ANTI LEMMINGS (2) This is Brilliant! 2M
PP003 AT THE MOVIES Cute anim of Amy squirrel 1.5M+Y
PP004/7 AUTOMATED LIGHT (4) Battlestar galactica! 3M
PP008/10 BUZZED (3) Great anim of wasp crashing! 2M
PP011/12 DATING GAME (2) Very witty!, Get it. 3.5M!
PP016 GULF WAR Another ES production! Good 2M! Y
PP021/4 LANDING (4)Tobias Richter poweranim 4M!
PP025/27 STATION AT KHARN (3) Incredible 2M demo Y
PP036/7 WALKER DEMO (2) A 2mg version of a classic!
PP040/43 AT THE MOVIES II (4) Hilarious ! 1mg>3mg
PP044/45 AMY V WALKER II (2) Another witty ES demo 3M
PP046 SWEET REVENGE Coyote vsRoadrunner ! 1.5mg+Y
PP050 UNSPORTING Wicked aerotoon by Schwartz+ 2M Y
PP051/2 CHARLY CAT Super Shwartzlike cartoon! 2mg.Y
PP053/4 CHARLY CAT AT THE BEACH 2nd anim 2mg!Y
PP057/9 CHARLY CAT CATCHES A CANARY Fab! 3MG.
PP060/3 CHARLY CAT MOUSTERMIND Great! 3.5MG.
PP064 DUNCAN DUNG BEETLE Unusual 2mg animation! Y
PP065/6 CHARLY CAT SNOWJOKE Latest anim 2mg.+ Y
PP067/9 SPEED LIMIT 3mg motorcycle race! + Y (3)
PP070/1 LEMMINGS REVENGE Very amusing anim! 2mg Y
PP074/6 G.I. SPY 3mg anim from charlie cat author! (3)
PP077/84 THE HAUNTED Tremendous animation,3mg!(8)
PP088/9 SPORTING DOO DOO Nice animation! 2mg(2)
PP090/1 ROADHOG ANIM Very funny 2mg animation!(2)Y
PP099/100 AT THE FLIX Charlie cat again! (2) 2mg
PP101/4 QUALITY TIME Superb Shwartz 5mg anim (4)!
PP105/6 SATELITTES REVENGE Good anim!(2) 2M.
PP107 DAMBUSTERS Lancaster bomber fun! 2M.
PP108/10 CHARLY CAT IN SICKNESS & HEALTH!(3)3mg!
PP111/2 BUGSBUNNY&SPACEMEN Action packed2(2mgY
PP113/4 CALVIN & HOBBES Super animation!(2) 3mg.
PP115/6 SPAR TREK3 BATTLESTATIONS Fun! 2mg (2)
PP117/8 PRANK ON FURBALL Cat has a pizza! 2mg (2)
PP119 BAITMASKING Another fun Shwartz anim 2mg(2)Y

## DEMOS

PD002 ALARM MEGADEMO Acid type video demo!+Y
PD005 AMOS 3D DEMO Shows some great effects!+Y
PD018 CHAOS ROCK Fab light show with fractals!+
PD068 PHENOMENA ENIGMA Absolutely brilliant! +Y
PD076 PLASMUTEX Good plasma & great music +
PD093 SCOOPEX CHROMIUM Superb demo.+Y
PD094 SCOOPEX MENTAL HANGOVER A classic+
PD097 SILENTS GLOBAL TRASH Incredible!!+
PD130/34 ALCATRAZ ODDESSY Awesome!! Ok on 500+!
PD142 FINAL CONFESSION Music & Plasma effects!+Y
PD154 DECAY GET FROGGED Superb quality! +Y
PD164 DESIRE MENACE Good Psycho rave demo +
PD170 PIECE OF MIND Good 3D vector effects. +Y
PD171/2 SILENTS EXPOSE(2) Incredible Get it !+Y
PD177/8 TRSI TIME ZONE New, some good effects!+Y
PD181 CINEMORPH Fab morphing of 4 faces! 1mbchip!+Y
PD182 SPACEBALL Absolutely brill,needs 1meg chip!+Y
PD183 DIGITAL LETHAL EXIT Good vectors demo! +Y Y
PD185/6 ANDROMEDA MIRROR Fab Music & Graphics!+Y
PD187 HOY AGA DEMO 1st 1200 demo,a must! 1200 ONLY
PD188 SANITY WORLD OF COMMODORE Super demo+Y
PD189/90 SILENTS DEMON DOWNLOAD Fab demo! (2) +Y
PD197 MOBIL DESTINATION UNKNOWN by Spaceballs+Y
PD200 PHOENIX DEMO inc Flashy rave demo!+Y
PD201 1200 INTROS Yes, some AGA intros at last! Y
PD202 TECHNOLOGICAL DEATH Freaky techno rave +Y
PD205 FAIRLIGHT ILLUSION Good demo 1mg chip! +Y
PD206 MELON HOW TO SKIN A CAT Nice effects! +Y
PD207 NEMAL BOUNDLESS VOID good effects & music+
PD208 HOI AGA DEMO 2 2nd fab demo for 1200 only! Y
PD213 TROJAN TECKNO TRACKS Amazing effects!!+Y
PD214 TALENT PANTA RHEA realtime 3d fractals1200 only

## MUSIC DISKS

PM001 100 GREATEST 64 TUNES 100 fab 64 tunes!+
PM010 AMEGA PARTY WINNERS Four WICKED songs+ Y
PM016 BEATLES SONIX Nice music +Y
PM018 BEATMASTER I LOVE TECHNOLOGY Rave ! +Y
PM019 BRUNO's MUSIC BOX II Superb jazz funk music +Y
PM020/21 BRUNOS MUSIC BOX III Jazzfunk. Get it ! +Y
PM026 DEPECHE MODE MUSIC Soundtrackered tunes! +Y
PM027 D-MOB MUSIC 3 House music remix, good! +
PM030/34 DIGITAL CONCERTs 2-6 Excellent house/dance
PM052 KEFRENS JUKEBOX Lovely music & juke box! +Y
PM058 MAG FIELDS CHIP FESTIVAL Full of chip music!+Y
PM059 MANIACS OF NOISE This is brilliant!+
PM074 SOUND OF SILENTS Jut get this its mega!
PM092 PIANO TUNES Nine piano songs- good + Y
PM096 STAIRWAY TO HEAVEN Rendition of the song+Y
PM100/103 MANIC RAVES II Fantastic rave stuff(4) !
PM104 500 THINGS COMEBACK 4 great rave type tracks+
PM112 TECHOMANIA II 8 essential hardcore tunes+
PM114 UPROAR SPLIT BEAVER MIX rave megamix +Y
PM117 MUZAK OF THE WORLD original Amiga music! +Y
PM121 NIGHTBREED MUSIC DEMO 8 Rave music +Y
PM122/4 PLAYSID 2 (3) You must get this !!!!! +Y
PM125 PLAYSID inc.RobHubbard, ManiacsOfNoise + Y
PM134/5 SOUNDS OF SCIENCE (2) Absolutely Brilliant!+Y
PM137 KEFRENS MEGAMIX II Very good !! dance music!
PM154 PULSE Yes, pulsating rave music again!! +Y
PM155 VINE G-RAVE 5 more good rave tracks!!! +Y
PM161 CYBERNETIX 19 songs packed on 1 disk!+
PM162 MORE MED TUNES Fab tunes by Alex Starrex!+Y
PM163 OCTASTUFF Some good 8 track tunes! + Y
PM164 OCTAROCK 3D More 8 track & 3d graphics!+Y
PM167/8 JESUS ON ES Crazy rave music demo! +(2)
PM170/2 LUNATICS INFINITE DREAMS Great music!(3)+Y
PM173 CDTV MUSIC Super graphics & sound, 8 tracks!
PM176 TUNE UP THE BASE Killer Rave music disk! +Y
PM179 PLAYSID V2.2 More old 64 style music! +Y
PM180 HARDLINE BLACK ENERGY Nice music disk! +Y
PM181/2 PASTEL VANILLA Super cool amiga music! (2)+Y
PM185 ASI MUSIC VOL1 4 large songs with hifi graphics+Y
PM186 ASI MUSIC VOL2 7 songs with hifi graphics! +Y
PM187 STATIC BYTES KUGLEPOLEN 7jazz+rock tunes+Y
PM188 SIDMANIA VOL1 7 hours of C64 chip music! +
PM189 CHIP 'N' DIP 20 chip music tunes & anim! +Y
PM190/1 DANCE TRASH 2 disk set of rave music!(2) +Y
PM192 HOBBITS & SPACESHIPS music by Dr Awsome+Y
PM193 BRAINSTORM MUSICLAND 2 Nice music disk!
PM194/5 ULTIMATE ACTION MEGA MUSIC Fab (2)+Y
PM196 MUSIC OF ROMEO KNIGHT Superb music mods+Y
PM197 ANCHORMIX 93 3 big tracks + strobe graphics!+Y

## CLASSICAL MUSIC

PM012 AMIGADEUS CLASSICAL Eine Kleiner etc. + Y
PM022/23 CLASSICAL MUSIC Bach, Handel etc +Y
PM035 DIGITAL DEBUSSY Fab Rob Baxter conversions!+Y
PM036 DIGITAL DEBUSSYII classic Debussy music!+ Y
PM070 RHAPSODY IN BLUE tracked by Rob Baxter! 1MY
PM082a/82b VIVALDI - FOUR SEASONS (2) V.Good !+ Y
PM090/91MOZART HORNCONCERTOS need 1mg chip+ Y
PM130/2 BACH BRANDENBURG CONCERTOS 1 to 6 +Y 3
PM150 DESKTOP HARPSICHORD RECITAL Classics! + Y
PM165/6 NUTCRACKER SUITE Super rendition!+
PM174 CLASSIC WORKS Grieg & Bach classics! +Y
PM175 SONIX MUSIC Some nice scores here!(loadwb)+Y
PM183 CLASSIX GOLD Bach Toccata & Fugue (1mg chip)!
PM184 MOZART FLUTE CONCERTOS 1mg chip! +Y

## CLASSICAL LITERATURE

*Super books on a disk,perfect for English Literature revision!(ok 500+,600, 1200)*

LIT1 Midsummer nights dream, Macbeth, Julius Caesar,Anthony & Cleopatra.
LIT 2 As you like it, Lovers complaint, Cymbeline, Hamlet.
LIT 3 Romeo & Juliet, Passionate pilgrim,Phoenix &Turtle,Sonnets Coriolanus.
LIT 4 Twelth night, Venus & Adonis, Troilus & Cressida, Love labours lost.
LIT 5 Two Gentlemen of Verona,A Winters tale,Rape of Lucrece,Pericles.
LIT 6 Othello,Much ado about nothing, Measure for measure.
LIT 7 Henry the Sixth (Parts 1, 2, & 3)
LIT 8 Henry the Fourth (Parts 1 & 2), Henry the Fifth.
LIT 9 Richard the Second, Richard the Third.
LIT10 Henry the Eighth, King John, King Lear.
LIT11 The Taming of the Shrew,The Tempest,Timon of Athens,Titus Andronicus
LIT12 Alls well,Comedy of errors,Merchant of Venice,Merry wives of Windsor.
LIT13 WORKS OF MILTON 1 Paradise Lost.
LIT14 WORKS OF MILTON 2 Poems, Sonnets etc.
LIT15 WORKS OF HOMER The Iliad (2 disks)
LIT16 WORKS OF HOMER The Odyssey.
LIT17 MARK TWAIN Tom Sawyer
LIT18 MARK TWAIN The Prince & the Pauper
LIT19 LEWIS CARROLL Alice in Wonderland & Alice Through looking glass.

## SLIDESHOWS

PS002 ADVANCE HAM Really stunning !+ Y
PS008 AIRCRAFT SLIDE Pics of fighter aircraft!+Y
PS009 ASTRONOMY SLIDE very impressive!+Y
PS013 BORN TO BE FREE wild animals +Y
PS033 GERMAN RAY TRACE Superb See these !+
PS039 INVISIBLE WORLD yuch, bed bugs etc!+
PS045 KELLY S/S Some quality HAM pictures.+Y
PS056 NEWTEK DYNAMIC HAM 640x512 4096 color pics+
PS062 NW DYNAMIC HAM Nik Williams Superb quality.+
PS072 SUPER HAM CARS This is a must-Mega!+ Y
PS086 SONIC 5 Superb D-HAM 4096 colour pics+
PS090 FRACTALGEN Incredible fractals etc +Y
PS101 ANALOGUE SLIDE Ray traced space pics!+Y
PS103 DYNAMIC HIRES 2, 4 fantastic quality pictures!+
PS107 ALCATRAZ MUSEUM Superb pictures! +
PS115 THE GATHERING 93 Stunning pictures here! +Y
PS117/8 NIGHTBREED AGA SLIDESHOW Super(2)1200
PS119 CYNOSTIC SLIDESHOW Superb pictures!1200 only
PS120 KEITH RHODES SLIDE 3 fantasy pics!1200 only Y
PS122 FERRARI AGA great 256 colour pics! (1200 only)
PS123 CYCLIC ART Fantastic colour cycling disk! +Y

## MUSIC UTILS

PT001 ALGORYTHMS Create weird midi tunes
PT002 ART OF MED Excellent !+ Y
PT005 CASIO CZ EDITOR 250 patches ! +
PT009 K1 IFF SAMPLES Fabulous samples +
PT011 KAWAI K1 editor for patch changes!
PT012 KAWAI K4 editor as above!
PT013 MED 3.2 Excellent music seq. + Y
PT015 MIDI DISK Various midi stuff +
PT020 ST-01 - ST-10 Samples--Ring for details
PT021 SOUNDTRACKER 2.6 Excellent, ok plus!+Y
PT025/6/7/8 ST-90-93 SAMPLES Studio quality+ Y
PT029 YAMAHA DX7 VOICE FILER for DX7 synths!
PT030 YAMAHA DX7 VOICE SORTER for the above !
PT031/2/3 ST-87 - 89 3 disks full !+Y
PT034/5 ST-97 & 98 More samples !+Y
PT038 YAMAHA DX100,TX81Z, DX27,DX11 & FB01 editors
PT039 SUPERSOUND II Superb sampling software! +Y
PT040 OCTAMED V2 8 channel MED sequencer!+
PT041 NOISEPLAYER 4.0 Multitasking module player+
PT042 START IFF SAMPLES Superb ! Get this disk!+Y
PT043/5 HOUSE SAMPLES 3 disks full of house samples!
PT046 AUDIO MAGIC3 Super trackers disk, ok on 1200+Y
PT047 AUDIO MAGIC4 More Superb music programs! + Y
PT048/52 MODULES 5 disks of large music modules!+Y
PT053/57 METAL MODULES 5 disks heavy rock/metal! +Y
PT058/62 BREAK BEATS 5 disks of good drum samples+Y
PT063/67 VOCALS 5 disks of super vocal samples!+Y
PT068/70 DRUMKITS 3 disks of high quality drums!+Y
PT071/73 KORG SAMPLES 3 disks of keyboard sounds+Y
PT074/76 PURE SAMPLES Lots of assorted samples!+Y
PT077 SAMPLE FACTORY Disk full of sound effects!+Y
PT078 CHIPMAN SAMPLES over 70 samples here!+Y
PT079 MUSIC BASE V1.0 A musical database! +Y
PT080 XI RAVE SAMPLES Bass & Drums! +Y
PT081 SAMPLEMAKER V3.1 Make samples.New version+Y
PT082 CLASSICAL MODULES On a classical theme! +Y
PT083 MUSIC ENGINE V1.34 Multiformat music player+Y
PT084 CATALOGUE 3 Shareware musical database! +Y
PT085 NO SAMPLER UTILITIES Music utilities! +Y

## AMOS PD

APD036 AMOS UPATER LATEST VERSION v1.36 + Y
APD237 SHAPES Excellent kids game !+Y
APD257 CASSETTE LABELLER + MIXED SOURCE+Y
APD271 WIZARDS DOMAIN graphical adventure+Y
APD341 TOTALLY AMOS Good read for programmers!+Y
APD347 NOTEBOOK & SHOPPING LIST Easy to use !+ Y
APD363 FAMILY HISTORY DATABASE Latest version!+Y
APD373 COMPILER 1.36 UPDATE, LATEST compiler !+Y
APD382 AMOS HANGMAN Good version of the game! + Y
APD442 SLIDESHOW CONSTRUCTION SET V2! +Y
APD451 NODDY,S PLAYTIME Educational demo! +Y
APD542 RAMOS PRO For Amos Professional! +Y
APD458 TOP OF THE LEAGUE Football manager!+Y
APD466 AMOS PRO UPDATER V1.12 Just in!!!! +Y

## NEW!

PG293 MR BROWNSTONE Lots of rooms, good!! +Y
PG294 INTENSE Another nice shoot em up! +Y
PG295 THRUST DUEL Control ship against gravity+Y
PG296 REVERSI II The ultimate version, good!! +Y
PE049 BACK TO SKOOL3 Treasure search,Reflex etc+Y
PE050 THE LITTLE TRAVELLER Learn about countries+Y
PE051 BODYPARTS Superb preview of full program! +Y
PE052 COMMUNICATE Superb sign language teacher! +Y
PB038 BUDDBASE V1.2 Very nice easy to use database+Y
PB039 BANK V1.0 A nice banking program! +Y
PU381 SPECTRUM EMULATORV1.7 Works on ALL!! +Y
PU382 SUPERVIEWER V2.4 assemble slideshows+Y
PU383 WORD UTILITIES Super word puzzle solver! +Y
PU384 THE GENEOLOGIST Superb Family database! +Y
PA146 FLY ANIM Biplane loops the loop!(not 1.3)+Y
PA147 EARTH ANIM Fast frame pics of Earth(not 1.3)+Y
PD215 FAIRLIGHT 242 Unusual & interesting demo! +Y
PM198/9 MIRAGE SUBLIMINAL XTC Fab rave(1200only)
PM200 DATA-X TRILOGY 3 raved up pieces! +Y
PM201 DATA-X THE VICTIM 6 more music tracks! +Y
PM202 XENO INFINITY Good techno funk track!(not1.3)
PM203 BIOMECHANOID SYMPHONY NO 1 (1200only)
PM204 PE MUSIC MADNESS 50 chip music tunes! +Y
PM205 DESERT TECHNO TRAX 6 techno-ish tunes! +Y
PM206/7HEMOROIDS ENDLESSMELODIES 14 tunes(2)+Y
PS124 TC VISTA PRO LANDSCAPES Exellent!(Not 1.3)+Y
PS125 REVELATIONS SLIDE staggering quality art!+Y

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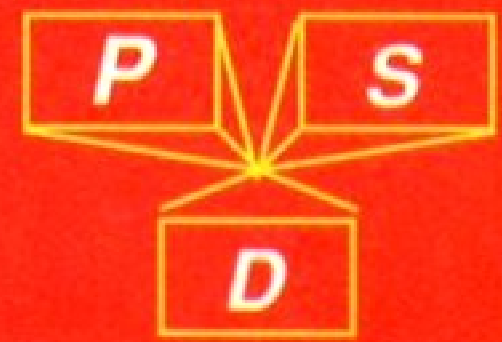
**PLEASE NOTE:**
All disks on the advert should work on the Amiga 1.2/1.3 dos systems unless otherwise stated! All disks with a "+" sign should work on the Amiga 500+ & 600 machines!
However there are so many different setups now in use it is becoming impossible to test for every possible variation, so please use some caution especially with A1500/2000 with various dos systems, CDTV and of course the new Amiga 1200 & 4000 systems. Disks marked with a "Y" should be okay on the A1200 / 4000 though obviously not yet extensively tested. Please take care!

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**CLE047 TOTAL CONCEPTS DINOSAURS 3** Is the latest TC! to join this exellent series & uses a new layout giving you a dino image & info buttons onevery page! It includes the new superstar of the dino world Velociraptor. If you are at all interested in Dinosaurs this is a must to complete ypur Dinosaur library!! Over 30 images supplied on 3 disks only 4.99.+

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### COMPTECH PRO COMMERCIAL CLIPART!

*This is a brand new range of clipart designed exclusively for UPD! These images are of very high quality and detail and are priced at 3.50 per disk! All images are in IFFformat and may be imported into most packages! PC versions available!!*

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JURASSIC CLIPART

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This is a superb CD Rom, filled to the brim with over 10,000 files, 500 24bit jpeg images & 500 Ham8 & Ham interlace versions,Hundreds of megabytes of clipart, ( iff black & white,colour and scaleable),Hunreds of iff fonts, Compugraphic fonts & coloured fonts, icons, music modules, music samples and lots more! Includes utilities to view & listen to the files, a front end menu program & slideshows! Superb for multimedia presentations! Works on CDTV, CD32, Amiga CD Rom & is also PC compatible onsuitable PC CD Rom! Superb value only 19.95. +50p p&p.

2 JPEG IMAGES FROM CD ROM!!!

### ENCAPSULATED POSTCRIPT CLIPART!

**This superb quality clipart is structured clipart and as such must be used in professional software such as Pagestream, Pro page or any other which can import EPS clipart. Note that you may need a postcript laser printer to print these out(as in Pro page for example) These disks are all 2.00 EACH!!**

EPS1 Dining pictures.
EPS2 Medical & Weddings.
EPS3 Houses clips.
EPS4 Office & Business.
EPS5 Children US Insignia Places.
EPS6 Boats Food Moving.
EPS7 Buildings Chefs.
EPS8 Houses-bits Icons.
EPS9 Kitchen People Groups Holiday.
EPS10 Apartmentblocks Houses Town
EPS11 Animals & Sport.
EPS12 Aircraft Birds Shopping etc.
EPS13 Aircraft Big houses Males.
EPS14 Houses Old English Vacation.
EPS15 Books Females Light aircraft.
EPS16 House-foreign Helicopters.
EPS17 USA World & Music.
EPS18 Biplanes EPSfills Last minute.

***Please ensure that you can use this clipart, it is NOT Iff format!!***

### WEIRD SCIENCE:

Superb 256 colour hires pictures! 1200 only!*order nos:WSAGA1 - 5*

***WEIRD SCIENCE SUPER HAM:***

Fantastic 262000 colour hires raytraced & digitized pictures, hardly any different to the 24 bit originals, show to PC owning friends and watch them weep!

*order nos: SH1-15 .... 15 Super discs!*

**WSAGA6 + 7 *JPEG loaders!!*** These disks contains 24 bit Jpeg pictures which unpack in ram to display as Superham 8 on a 1200/4000 machine!! Brilliant!

**WSAGA8-12** 5 Jpegs of wildlife pics,16 megabytes unpacked per disk! displays as superham on 1200! Amazing!

**WSAGA13** 24bit Jpeg Vista landscapes!

***JPEG 24 BIT PICS!***

An amazing 12 disks full of brilliant 24 bit pics by Michel Rigo! Remember you need tons of memory & some form of 24 bit display to view, or convert to superham! JP1-12.

### NEW! COLOURED CLIPART! NEW!

*This is a superb collection of coloured clipart, mostly in Ham mode (4096 colours), though some is in 16 colours. Can be loaded into Deluxe Paint 4 or any other package accepting Ham pictures!*
***(OK on 500, 500+, 600, 1200 & 4000!)***

CCL001 MAPS, Alganistan - Botswana, autoboots! + Y
CCL002 MAPS, Brazil - Checkoslovakia, autoboots! +Y
CCL003 MAPS, Denmark - Grenada , hires maps! +Y
CCL004 MAPS, Guadel - Illinois, hires maps! +Y
CCL005 MAPS, India - Luxembourg, hire maps! +Y
CCL006 MAPS, Macau - Missisipi, autoboots! +Y
CCL007 MAPS, Montana - New York, hires maps! +Y
CCL008 MAPS, Neutral Zone - Iraq - S Dakota! +Y
CCL009 MAPS, Senegal - Tuuaw, autoboots! +Y
CCL010 MAPS, Texas - Zimbabwe, autoboots! +Y
CCL011 REPTILES, good pictures, autoboots! +Y
CCL012/3 ACTORS, famous faces, autoboots! +Y(2)
CCL015 AIRCRAFT, 1-26, assorted, autoboots! +Y
CCL016 AIRCRAFT, 27-32 & Cars! autoboots! +Y
CCL018 BIRDS, 1-12 Super pictures, autoboots! +Y
CCL019 BIRDS, 13-29 More avian pictures! +Y
CCL020 BIRDS, 30-41 Lots more birds,autoboots! +Y
CCL021 BIRDS, Many more bird pics, autoboots! +Y
CCL022 BIRDS, And some more fab pictures! +Y
CCL023 BIRDS, 116-130 Some good pictures! +Y
CCL024 BIRDS, 131-138 More bird pictures! +Y
CCL026 BIRDS, More superb pictures here! +Y
CCL027 CATS, 1-16 Super cat pics,autoboots! +Y
CCL028/35 DOGS, 1-126 Super dog pics,8 disks! +Y
CCL036 EXPLORERS 1-13 famous explorers,autoboots+y
CCL037/40 FISH 1-92 Super pics pictures,(4 disks)+y
CCL041 FlOWERS 1-13 Flower pictures,autoboots!+y
CCL042 FlOWERS 14-25 More flower pics,autoboots!+y
CCL043 FlOWERS 26-37 More flower pics,autoboots!+y
CCL044 FlOWERS 38-50 More flower pics,workbench+y
CCL045 FlOWERS 51-62 More flower pics,autoboots!+y
CCL046 FLOWERS 63-74 More flower pics,autoboots!+y
CCL047 FLOWERS 75-87 More flower pics,autoboots!+y
CCL048 FLOWERS 88-100 More flower pics,autoboots+y
CCL049 FLOWERS 101-113 More flower pics,autoboots+y
CCL050 FLOWERS 114-127 More flower pics,autoboots+y
CCL051 FLOWERS 128-138, FRUIT 1-4 pics autoboots+y
CCL052 FRUIT 5-18, Good pictures! autoboots! +Y
CCL054 FRUIT, More fruit & leaves etc!,autoboots+Y
CCL055 FRONTIER 1-13 Pioneer pictures,autoboots
CCL056 HORSES 1-16 Great horse pics,autoboots! +Y
CCL057 HORSES 17-22, Insects 1-9, autoboots! +Y
CCL058 INSECTS 11-23 Small creatures! +Y
CCL059 INSECTS 24-41 More pics! autoboots! +Y
CCL060 INSECTS 42-59 More insects! autoboots! +Y
CCL061 INSECTS 60-63, Inventors 1-11 autoboots! +Y
CCL062 INVENTORS 12-24 More inventors autoboots! +Y
CCL063 INVENTORS 25-30, MAMMALS 1-10! autoboots! +Y
CCL064 MAMMALS 11-26 More animals pictures! +Y
CCL065 MAMMALS 27-46 and more animals! +Y
CCL066 MAMMALS 45-65 more mammals,autoboots! +Y
CCL067 MAMMALS 66-82 and some more! autoboots! +Y
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CCL069 MAMMALS 103-119 mamy more! autoboots! +Y
CCL070 MAMMALS 121-141 superb pictures! autoboots +Y
CCL071 MAMMALS 142-158, & INSTRUMENTS 1-4! +Y
CCL072 INSTRUMENTS 4-25 Musical! autoboots +Y
CCL073 INSTRUMENTS 26-36, MILITARY 1-6 autoboots +Y
CCL074 MILITARY 7-17,& MUSICIANS 1-4! +Y
CCL075 MUSICIANS 9 -21 Classical! autoboots! +Y
CCL076 PREHISTORIC 2-19 Dinosaurs! autoboots! +Y
CCL077 PREHISTORIC 20-25, PEOPLE 1-8 autoboots! +Y
CCL078/80 PEOPLE 9-50 Lots of people! (3 disks)+Y
CCL081 PEOPLE & Presidents, good pictures! +Y
CCL082/4 PRESIDENTS 1-40 USA presidents,3 disks +Y
CCL085 REPTILES 1-19 Good pictures autoboots! +Y
CCL086 REPTILES 19-38 More reptiles! autoboots! +Y
CCL087 REPTILES 39-50, Ships 1-9,autoboots! +Y
CCL088 SHIPS 10-33 Marine vessels! +Y
CCL089 SPORTSMEN, Various sportsmen,autoboots! +Y
CCL091 TREES, Lots of tree pictures! autoboots! +Y
CCL092 TREES, Lots more tree pics! autoboots! +Y
CCL093 TREES, And some more trees! +Y
CCL094 TREES 57-70 trees lots of trees,autoboots!+y
CCL095 TREES 71-84 more tree pictures, autoboots!+y
CCL096 TREES 85-100 even more trees,workbench!+y
CCL097/100 VEGETABLES 1-48 good pics 4 disks,workbench+y

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***(Okay on A1200 / A4000.)***
*The clipart in this collection is very high quality, huge bitmaps, many greater than an Amiga hires screen, for use in Dpaint or DTP packages, each disk autoboots as a slideshow allowing you to view the entire bitmap by moving the mouse! (Prices per disk!)*

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ART07 KIDS 2 disks containing kids clipart!+
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ART10 STUDENTS Lots of student type pics!+
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ART14 ANIMALS Fantastic quality pictures!+
ART15 CATS Only 12 pics but super quality!+
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ART20 OLYMPIC Another sport type disk!+
ART21 MEDICAL 2 disks full of medical clipart!+
ART22 SEALIFE Pictures from the Ocean!+
ART23 DECORATIVE MONTHS 1 for every month+
ART24 WACKY Funny comic type clipart!+
ART25 HOLIDAYS Holiday type pictures!+
ART26 BANNERS 2 disks full of banners!+
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ART33 HORNBACK Nice scenic clipart!+
ART34 TEDDY BEARS 2 disks of Teddy bears!+
ART35 VANITY FARE 2 disks fashion clipart!+
ART36 HALLOWEEN CLIPART Wierd clipart!+
ART37 SHOWTIME Dancing, singing etc!+
ART38 VEGGIES Vegetarian clipart!+
ART39 FLORAL 14 very detailed pictures!+
ART40 MYTHS Mythical images + zodiac!+
ART41 DOG WOODCUTS Super 300dpi pics!+
ART42 CAT WOODCUTS Great wildcat pics!+
ART43 AFRICAN WOODCUTS African animals!+
ART44 AMERICAN WOODCUTS More animals!+
ART45 ARTIC WOODCUTS Northern animals!+
ART46 FARM WOODCUTS Farm animals!+
ART47 MIXED ANIMAL WOODCUTS Nice pics!+
ART48 BIRDS WOODCUTS 18th century bird pics+
ART49 MORE ANIMALS More superb pictures!+
ART50 ANIMAL LINEART Varied selection of pics
ART51 BOTANICAL ART detailed plant pics!+
ART52 FAMILY SCENES 2 disks of domestic life!+
ART53 GOLF HUMOUR 2 amusing cartoon disks!+
ART54 SPACE & TRANSPORT On a space theme!+
ART55 SOFTSCENE2 29 rural scenery pictures!+
ART56 SPORTS3 More pics on a sports theme!+
ART57 NAVY Lots of naval type pictures!+
ART58 TRAVEL 2 disks on a travel theme!+
ART59 ALPHABET Borders & alphabet clips!+(2)
ART60 ACCENTS & FLASHES Burst stars+ more+
ART61 FISH Lots of aquatic pictures! +Y
ART62 SOFTSCENE 3 More nice scenery pictures! +Y
ART63 RESTAURANT 3 disks of Restaurant pictures(3)+Y
ART64 MORE HOLIDAYS Festive holiday pictures! +Y
ART65 ANIM & BIRD 44 nice pictures! +Y
ART66 MOSSBURN ANIMALS 32 nice animal pictures! +Y
ART67 BURCHFIELD KIDS Some nice kids clipart! +Y
ART68 BEAST & MYTH 3 disks of Monsters,demons etc!(3)+Y
ART69 TRANSPORT 3 disks of Cars,Airplanes Ships etc!(3)+Y
ART70 TRUCKS & TRAINS Full of Wagons trains etc! +Y
ART71 ASTROLOGY 2 disks of astrological signs! +Y
ART72 AIRCRAFT 3 disks full of aircraft pictures!(3) +Y
ART73 BIRDS Songbirds, Birds of Prey & more! +Y
ART74 DOGS Disks full of good dog pictures! +Y
ART75 HOUSES CASTLES & BUILDINGS Good pics +Y
ART76 SPORTS-MAC Lots of good sports pictures! +Y
ART77 GARDEN Lots of horticultural pictures.(3) +Y
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We now have over 100 (YES 100!!!) Bouldendash games in this mammoth collection. All work on any Amiga 500, 600 or 1200!!

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BG003 EMERALD MINES 03
BG004 EMERALD MINES 04
BG005 EMERALD MINES 05
BG008 EMERALD MINES 08
BG009 EMERALD MINES 09
BG010 EMERALD MINES 10
BG011 EMERALD MINES 11
BG012 EMERALD MINES 12
BG013 EMERALD MINES 13
BG014 EMERALD MINES 14
BG015 EMERALD MINES 15
BG016 NO ONE MINES 01
BG018 NO ONE MINES 03
BG020 NO ONE MINES 05
BG021 NO ONE MINES 06
BG022 NO ONE MINES 07
BG023 NO ONE MINES 08
BG024 NO ONE MINES 09
BG025 NO ONE MINES 10
BG026 NO ONE MINES 11
BG027 NO ONE MINES 12
BG028 NO ONE MINES 13
BG029 NO ONE MINES 14
BG030 NO ONE MINES 15
BG031 EASY RUPPLE MINE
BG032 RUPPLE MINE 1
BG034 RUPPLE MINE 3
BG035 RUPPLE MINE 4
BG036 RUPPLE MINE 5
BG039 DOWN UNDER MINES 3
BG040 DOWN UNDER MINES 4
BG041 DOWN UNDER MINES 5
BG043 DOWN UNDER MINES 7
BG046 DOWN UNDER MINES 10
BG047 DOWN UNDER MINES 11
BG048 DOWN UNDER MINES 12
BG049 DOWN UNDER MINES 13
BG050 DOWN UNDER MINES 14
BG051 RECYCLED MINES 01
BG052 RECYCLED MINES 02
BG055 RECYCLED MINES 05
BG056 RECYCLED MINES 06
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BG058 EAT MINES 02
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BG061 MARATHON MINES 03
BG062 OZ MINE 01
BG063 OZ MINE 02
BG064 VENOM MINE 01
BG065 VENOM MINE 02
BG066 DE BOND MINE 01
BG067 DE BOND MINE 02
BG068 DE BOND MINE 03
BG071 DE BOND MINE 06
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BG101 LAZER EMERALD MINE 02
BG102 EMERALD CRUNCHER 02
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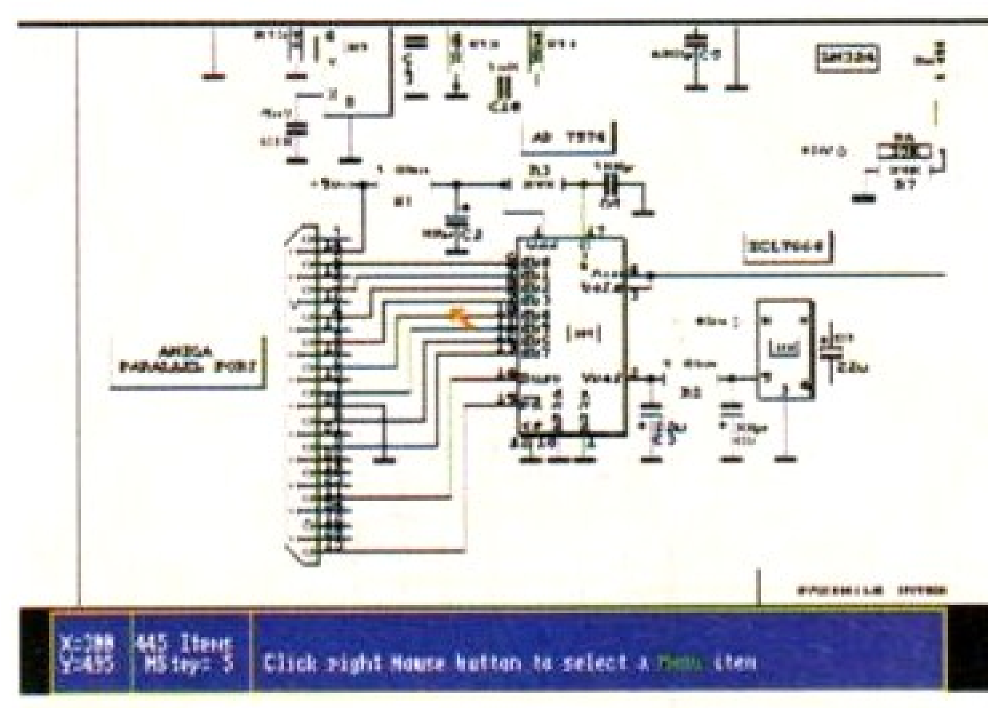
# PD Update

**If you want to convert your text into semaphore, if you're looking for a stack of new fonts to expand your DTP horizons, or if you want to play cards with a pack of Fifties girlie cards, then Richard Baguley is the man to tell you where to find these and many more PD programs.**

## TRONI-CAD

**MAGNETIC FIELDS**
**MI005**

UTIL



This is a design for a radio fax, which was produced using the *Troni-Cad* electronic design program.

I doubt that designing electric circuits is everybody's kettle of fish, but if you're involved in electrical engineering, a program for producing your circuit schematics should be very useful. *Troni-Cad* (created by the Belgian programmer Louis Schiets) is just such a program, and enables you to produce circuit diagrams, although it could be adapted to generate other types of diagrams such as spreadsheets.

*Troni-Cad* is a fairly simple structured drawing program with a number of tools designed to make producing circuit diagrams easy. The program works on a 1000 by 900 pixel page, which is bigger than the screen. This means that moving the cursor to the edge of the page scrolls you around. This size of page enables you to create extermely complex circuits comprising several hundred components, and these can then be printed out to any Epson compatible printer.

## MANDELPLOT

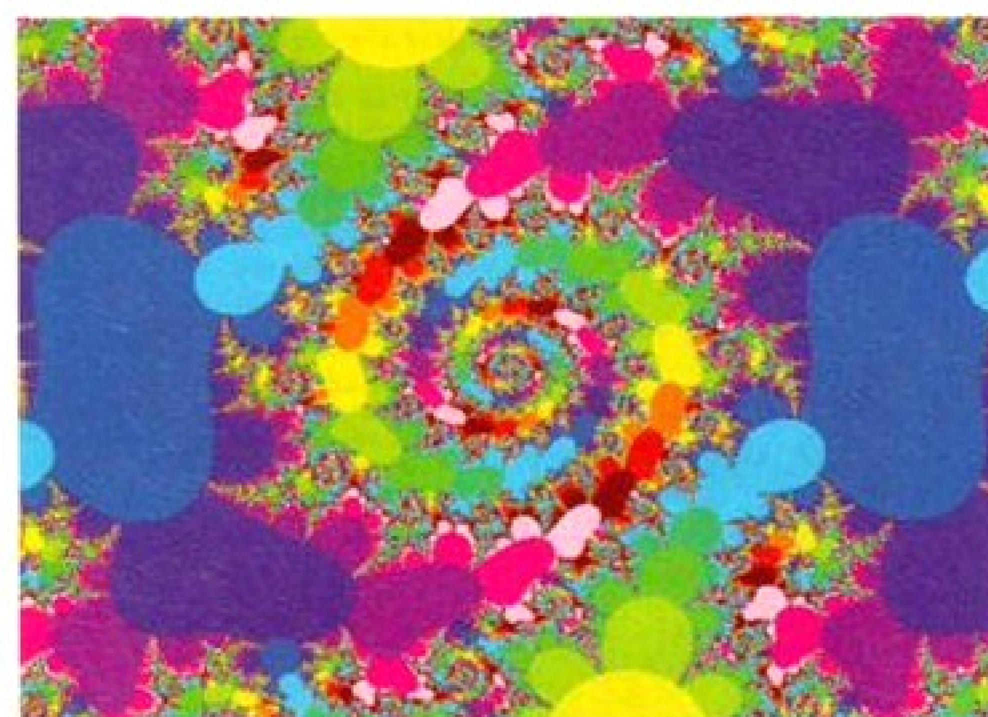
**MAGNETIC FIELDS**

GFX

I may be behind the times, but I still think fractal generators are fun. Everybody else may be getting into plasma and Lyapunov space, but I'm still happy with a nice Julia set.

Which is why it's good to see this program by Mark Blake. It's a fractal generator which handles all manner of fractal types, including the common or garden Mandelbrot and the lovely Julia. It's extremely fast, generating most fractals within a couple of minutes, even on a bog standard A500.

*MandelPlot* achieves this speed by using a clever mathematical technique to pick out areas with the same colour, so it can draw them very quickly. On the unregistered version you can chose from 10 types of fractal (ranging from Mandelbrots to Lorenz curves), but the registered version (available from the author for £10) works with 33 types. Both versions can generate fractals from any mathematical formula you care to throw at them, so you can create your own weird and wonderful fractals if that is your heart's desire.



This complex fractal took just a few minutes to draw using the exceptionally fast *MandelPlot* program.

## COMPUGRAPHIC AND POSTSCRIPT FONTS

**PD-SOFT DISKS**
**SC1-26 AND AD1-26**

DTP

If you're into DTP, you'll appreciate the problems of getting hold of a good selection of fonts. Although some people will argue for a minimalist approach to using them, it's always useful to have a selection to hand.

Most DTP programs come with a few included, but you'll soon exhaust these. Fortunately, those nice people at PD-Soft have put together a collection of Compugraphic and Adobe Type 1 fonts which runs to 26 disks. That's around 300 typefaces, which range from the completely absurd to the genuinely useful.

Each disk will cost you £3 (including P&P), or you can buy all 26 disks for £49.99. Each disk contains around 19 fonts, but the two types of font are sold separately, so you'll have to specify which one you want when ordering. The quality of the fonts is somewhat variable, and some are in upper case




The fonts in PD-Soft's collection of 300 range from the genuinely useful to the completely absurd.

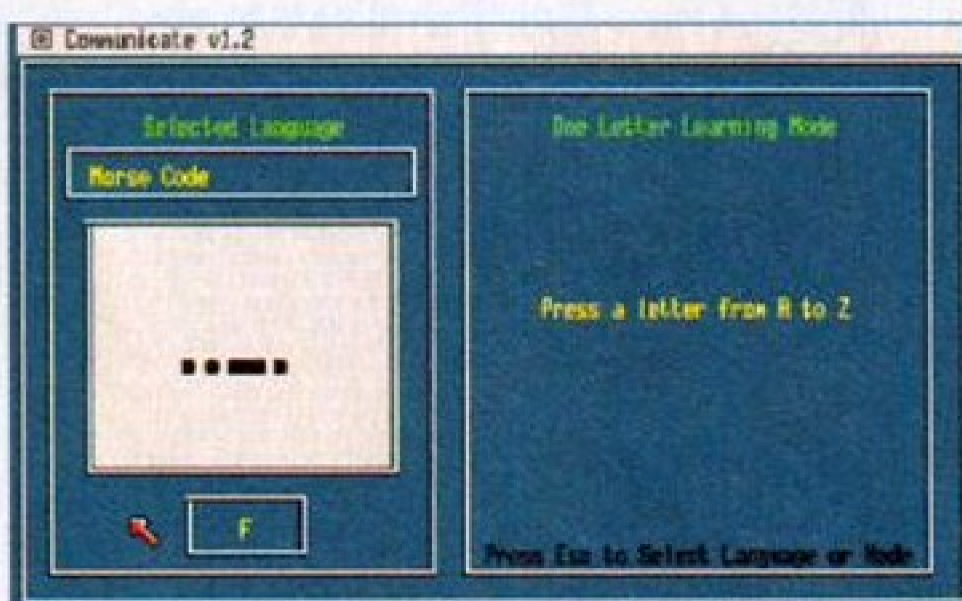
## COMMUNICATE

**YOUR CHOICE**

UTIL

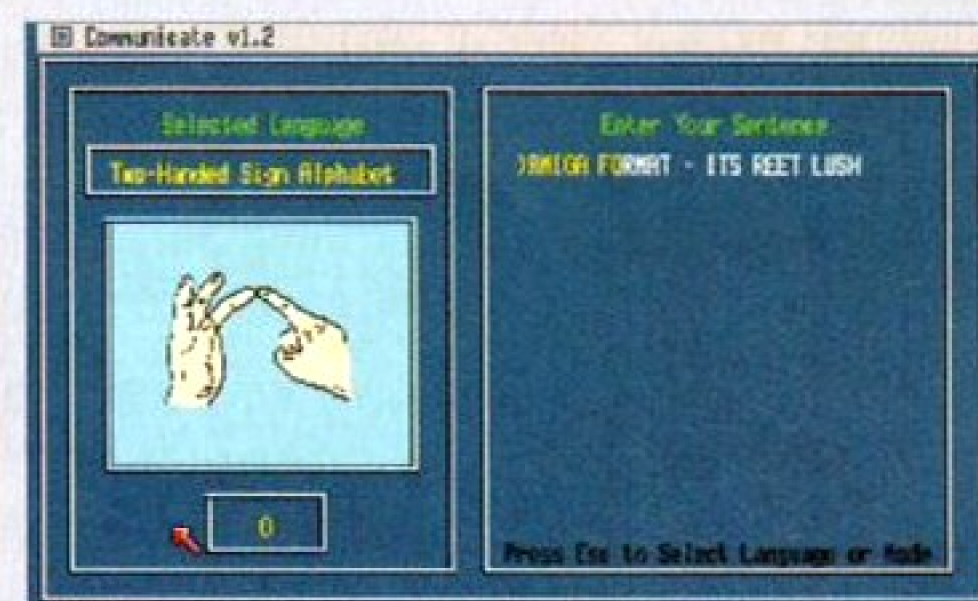
**It's not too often we see a PD program that is completely original, but this is one of those rare occasions. *Communicate* is an excellently designed program that translates from normal text into any one of eight other forms of communication, including semaphore, naval flags, morse code, three variations of sign language and a new code called noughts and crosses.**

**The program can translate letters, words, sentences or documents saved on disk as ASCII text. Each of the languages is accompanied by the relevant illustrations, so the semaphore section is translated into a little stick figure complete with flags in the various positions, and if you chose the morse code option, all the dots and dashes appear on your screen and you get the bleepy noises through the speakers.**




I've always wanted to learn morse code, although it's a bit passé these days. Radio hams are all into packet radio and that newfangled digital stuff.

**So, if you've a mind to do so, you could broadcast your startup-sequence across the airwaves in morse code. The program also provides a test mode, where you are presented with a letter in any one of the codes and have to work out which**




*Communicate* gives you the ability to translate your text into semaphore, morse code, one of three different forms of sign language and other formats.

**it is. This is pretty simple, but it could be useful for testing how well you know your morse code or semaphore. I'm not sure how useful this program is, but it's great fun, and John J Cassar has done a good job of coding it in AMOS.**

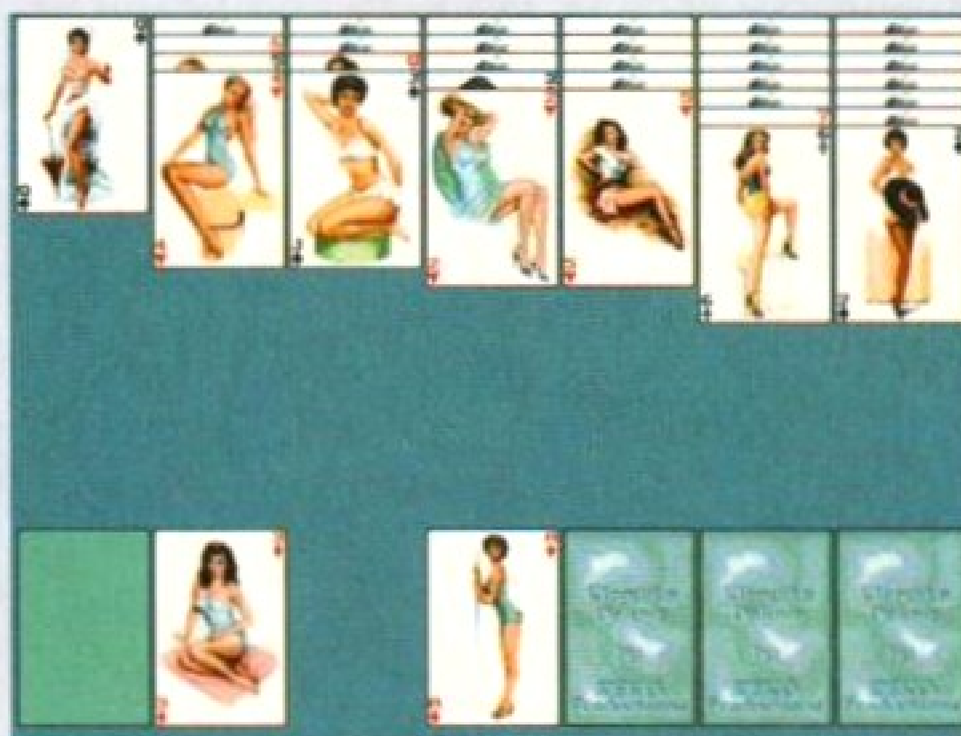
## KLONDIKE AGA

GAME

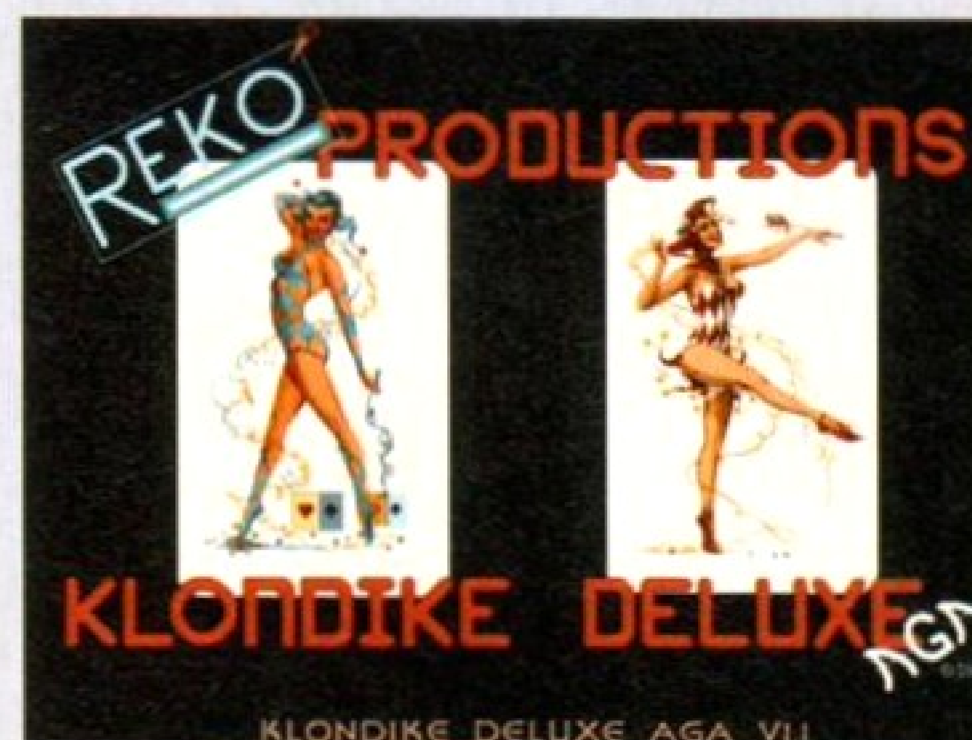
### TELESCAN

**Patience is a virtue, they say. However, this version may break that rule. *Klondike* is the first AGA-only card game I've seen, and each of the cards has an excellently drawn Fifties girlie calendar-type illustration. Nothing naughty, you understand, just long legs and big smiles. Even your grannie could play this and not be offended. (Incidentally, Deputy Editor Julie Tolley claims that her gran owned a pack of cards like this).**

***Klondike* looks good, but the gameplay leaves a bit to be desired. To move you click once on the card and then on the destination. I prefer it when you drag the card to its new home, but this is a minor quibble about an otherwise excellent game.**



**All of the *Klondike* cards feature their individual well-drawn Fifties girlie calendar-type illustrations.**



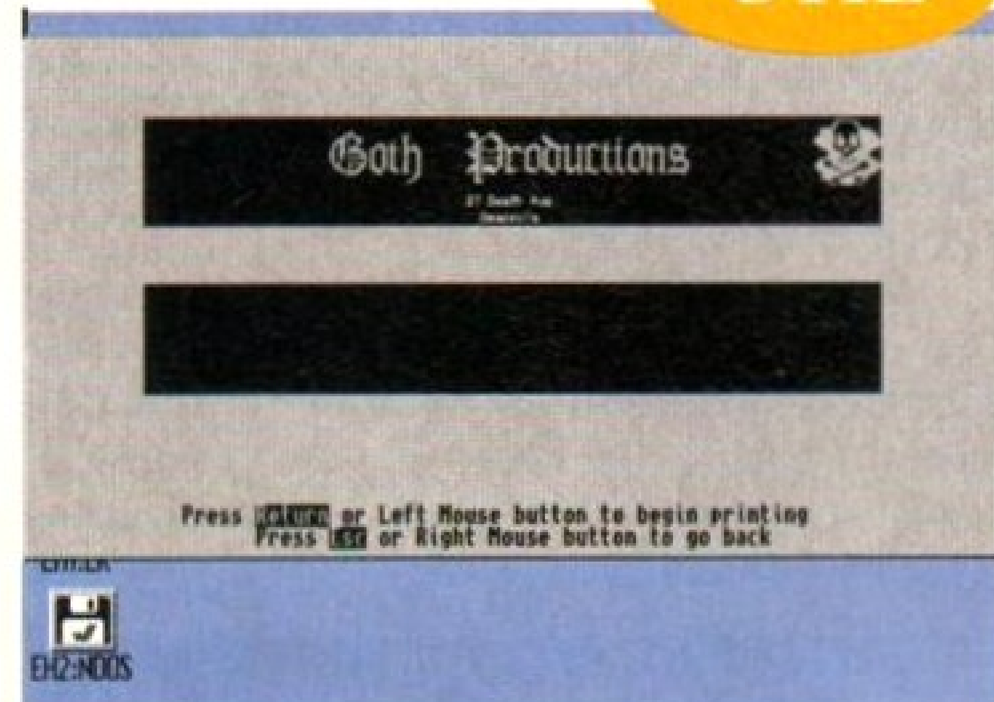

**Even the *Klondike* title screen is lovingly drawn in 256 colours, and, like the rest of the game, looks excellent.**

only. However, if you want to build up a good library of fonts quickly, this selection provides an excellent starting point. If you want to see what sort of fonts you can get, send an SAE to PD-Soft, and they'll send you a leaflet with examples of all the fonts on it.

## PRINTMASTER

### WACK PD U118

UTIL




***Printmaster* won't replace your DTP program, but if you want to create quick designs it could be useful.**

This program is designed to serve as a quick way to produce a variety of types of document, including headed paper, business cards, or greetings cards. It's a sort of Amiga equivalent of those machines you get in shopping arcades that print business cards. You can also use *Printmaster* to create calendars and banner prints, in the latter case the text is enlarged and spread over several sheets to produce the banner effect.

Also included with *Printmaster* is a simple graphic editor, which enables you to produce your own graphics. The program can also load in black and white IFF clip art. The results aren't particularly brilliant, but if you are looking for a program that produces results quickly, then *Printmaster* could be the one for you.

## FMSYNTH

MUSIC

### ANGLIA PD FF895

The musical geniuses among you will no doubt be aware of the concept of FM synthesis, as used in the now legendary DX7 synthesiser. For those of us who don't know an arpeggio from an albatross, FM synthesis is a way of creating sounds by adding together various different signals.

As you may have guessed from the name, this involves modulating one waveform with another, and then adding further waveforms into this. I won't explain further (as us journalists say when we don't quite understand something ourselves).

Anyway, the basic gist of this program is that you can use it to create your own sounds using FM




**Produce your own weird and wonderful sounds with the unpredictable FM synthesis method in *FMSynth*.**

synthesis, and then save them out as samples. I'm informed by the experts on *Future Music* magazine that this is a fairly basic program, but it can produce some interesting noises, and there are plenty of examples supplied with the disks.

It can even produce chords or Fourier analyses of the sound produced, which give you details of the harmonics involved. Also included is the complete source code of the program, which was written by Christian Stiens in Oberon 2.

## SMARTPLAY

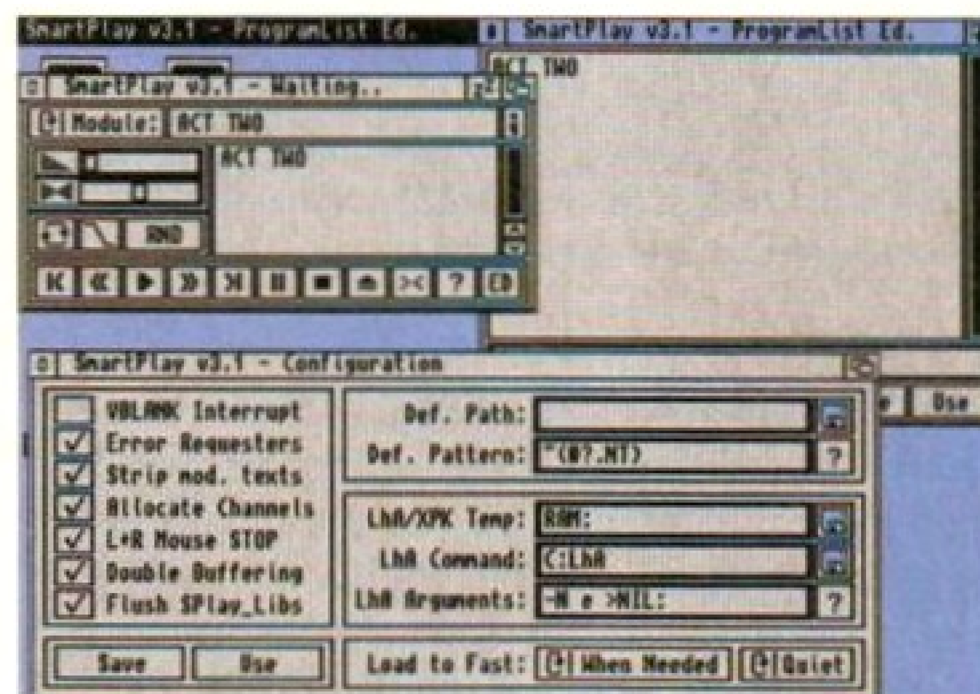
UTIL

### ANGLIA FF899

*SmartPlay* is a module player, which should enable you to play more or less any module you care to name. It claims support for over 20 formats, and I certainly couldn't fault this. It tried every module I threw at, and it also supports automatic decompression of modules which have been squashed with either Powerpacker or LHA (although the latter does need an external program to decompress the file). *SmartPlay* doesn't take much processing power, so you could use it in a demo which also involves playing an animation. It can also play a list of modules, or you can move through a list and choose which module you want to play.

Memory usage is low, and it will move everything into fast memory if there is any going. It's an excellent little program which should be widely used, and the author Peter Hjelt is constantly working on new versions, so any bugs should be fixed quickly.

Peter also wants to support more module formats, so if you've got one that you would like to see included, just E-Mail the author. The only drawback of *SmartPlay* is that it's Workbench 2 or above only, so you couldn't really use it on a self-booting disk for a demo.




***SmartPlay* is not only a very powerful song player, but it also supports a wide range of music programs.**

## TOP 10 GAMES & UTILITIES

**Every month, we peruse the best seller lists of a prominent PD company to see which games and utilities are flavour of the month. This month, it's the turn of**

### SEASOFT COMPUTING

| | | | |
|---|---|---|---|
| 1 | Kick 1.3 | 6 | Andy's WB3 Utilities |
| 2 | Numpad | 7 | SID 2 |
| 3 | AGA Tetris | 8 | AGA Klondike |
| 4 | D-Copy 3.1 | 9 | Text Engine V4.1 |
| 5 | OctaMED V5 (Demo) | 10 | Kickstart 2 |

## WHERE TO GET THE DISKS IN THIS ISSUE

**MAGNETIC FIELDS, PO Box 118, Preston, Lancashire, PR2 2AW, Tel: 0772 881190.**

**PD-SOFT, 6-8 Durham Road, Unit 2, Southend on Sea, Essex, SS2 4LU, Tel: 0702 466933.**

**WACK PD, 48 Emerson Avenue, Middlesborough, Cleveland TS5 7QH.**

**ANGLIA PD, Anglia House, 115 Ranleigh Road, Felixstowe, Suffolk IP11 7HU, Tel: 0394 283494.**

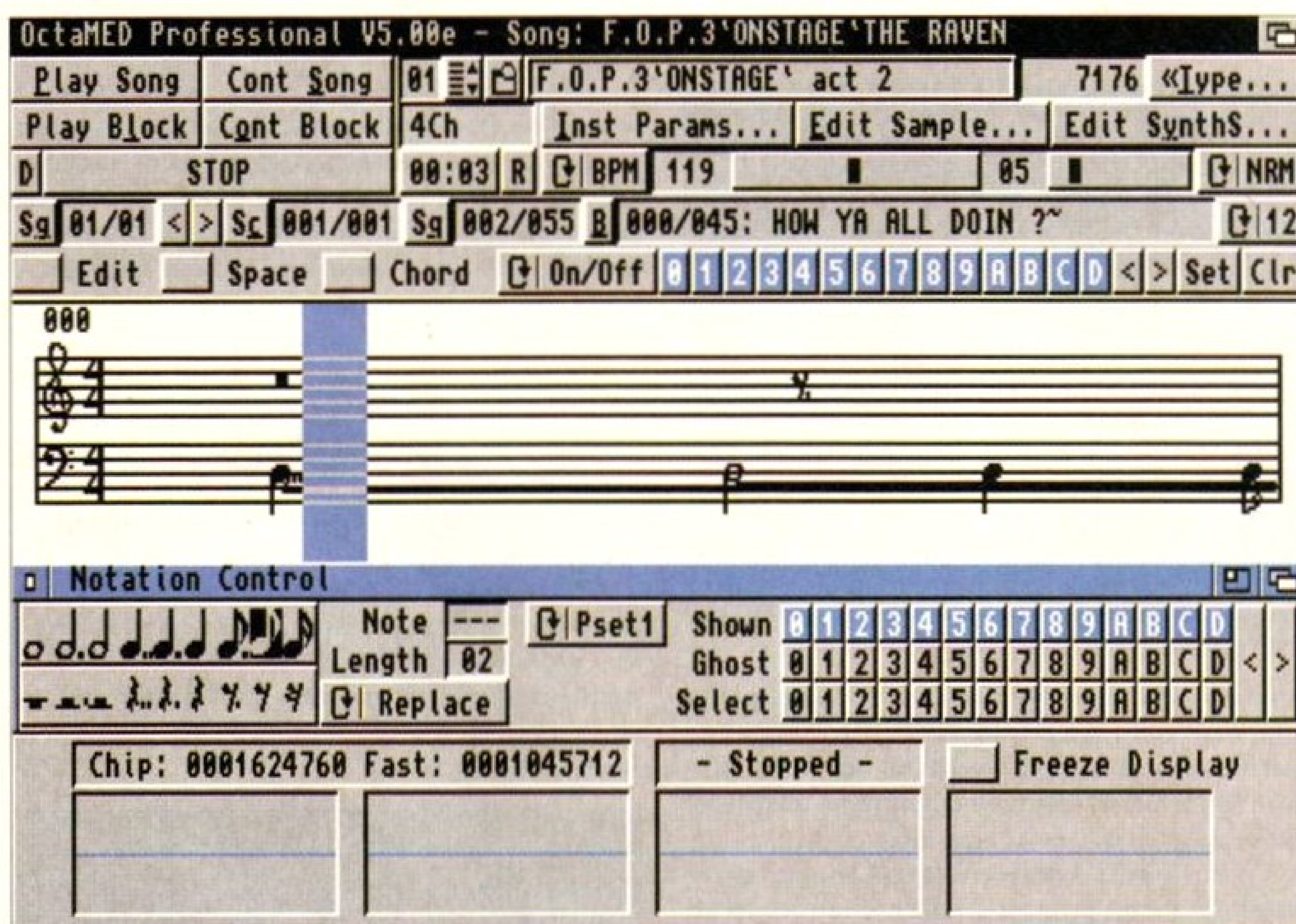
**TELESCAN, Handsworth Road, Blackpool.**

**SEASOFT, The Business Centre, 80 Woodlands Ave, Rustington, West Sussex. Tel: 0903 850378.**

**YOUR CHOICE, Tel: 061 881 8994.**

# PD Special

**In terms of computers, the Amiga is maestro when it comes to music, and with programs like MED, it's always been simple to make your own sounds. Here Richard Baguley conducts us through the past, present and future of the premier Amiga music package.**




*OctaMED Professional* can view your songs in the conventional track listing mode or in a traditional notation format.

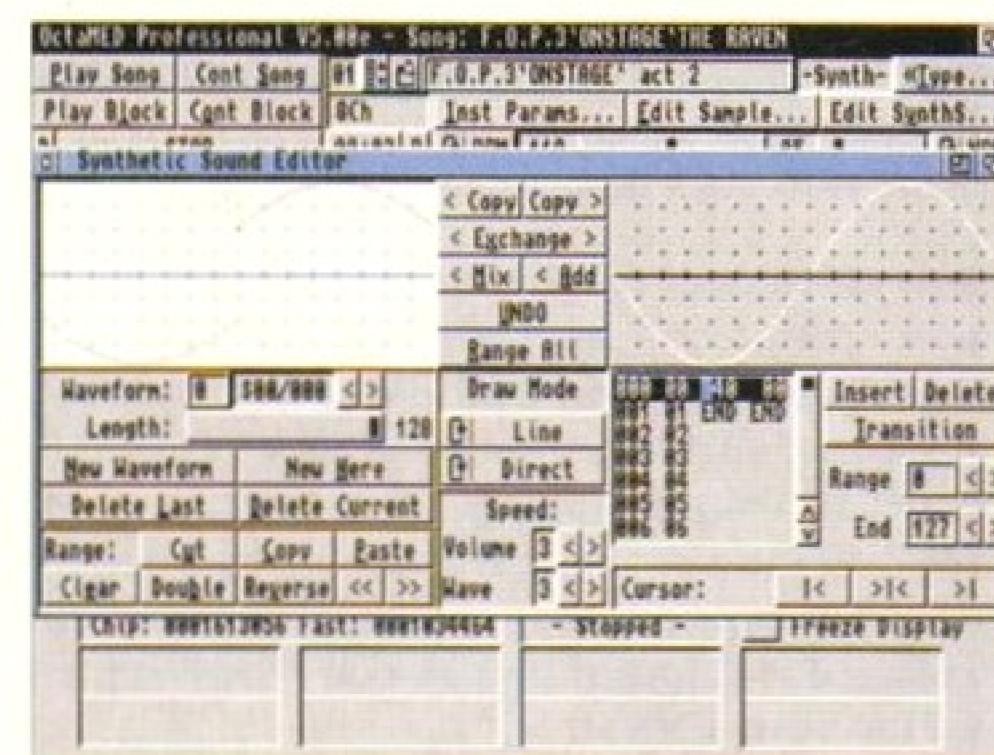
**WAY BACK IN** Autumn 1989, a chap named Teijo Kinnunen from Finland wrote a program called *MED*, which was the first really easy to use music program for the Amiga. Previous programs (such as the venerable *Soundtracker* and *Noisetracker*) were powerful, but were not particularly easy to use.

Since then, Teijo has been constantly refining the programs and producing new versions of the software. In 1991, he released the first version of *OctaMED*, which used a clever bit of programming to enable the program to play two samples on the same sound channel, effectively giving eight channels of sound (four stereo channels). This results in a slight loss of quality, but since version four, *OctaMED* has included a high-quality mode which improves the performance, although it takes extra processing time.

In August 1991, *OctaMED* turned professional, with a host of new features and a redesigned interface. This program is now on version five, and is without doubt one of the most powerful music programs available on the Amiga, with extensive support for music played both through the Amiga's sound chip and MIDI instruments. The user interface for version five has also been completely redesigned and reprogrammed, making it much easier to use.

Teijo Kinnunen is currently completing his compulsory military service in his native Finland, which limits the amount of time he can spend writing the next version. He doesn't expect to have version six of *OctaMED Pro* completed until August 1994 at the earliest.

However, he hopes to tie this in with the new DSP chip, although the AA chip set, which will offer greatly improved sound facilities, should be widely available by then. In the meantime, *OctaMED* is a good way to produce some excellent music on your Amiga.




*OctaMED* can work with synth sounds, which are completely computer generated, as well as normal samples.

## SAVE £5 ON OCTAMED

**This voucher entitles you to a £5 discount off the normal price (£31) of *OctaMED Professional* Version 5.**

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## PUBLIC DOMAIN JARGON BUSTED

The world of Public Domain is full of confusing terms and names. Here Amiga Format aims to demystify this world, so we now present an easy guide to common PD terms and names.

**PUBLIC DOMAIN –** Any software which is in the Public Domain (PD) can be copied and distributed by anybody, as long as no money beyond the cost of the disk changes hands. There are many companies that sell PD who advertise in *AF*, so read through the adverts in the following pages. Many PD companies will make up collections of programs with a specific theme or purpose, so if you need a certain type of program, check the adverts and phone around. You are also allowed to make copies of PD disks and distribute them to friends, again as long as you're not making a profit.

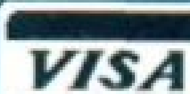
**SHAREWARE –** This means that the freely distributable version on the disk is disabled in some way, and the full version is obtainable by sending a small sum to the author. Some people distribute the full version, but with the proviso that if you use the program regularly, you should send them a small registration fee.

**LICENCEWARE –** This is somewhere between PD and commercial programs, in that you are not allowed to distribute them, but they don't cost very much. A Licenceware disk will cost you under a fiver, but as a rule the quality of the programs is much higher than many PD programs.

**FREEWARE –** With Freeware, there are no restrictions, and you can copy it as many times as you like, and pass it on to friends or upload it to bulletin boards.



# CUT, TICK & POST...CUT, TICK & POST...CUT, TICK & POST

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❑ ^+ **V489 AMIBASE PRO v2.0** This is most popular PD Database program.
❑ ^+ **V490 MESSY SID v2.0** Reads MS-Dos disks, Transfer any text files to & from an IBM PC, ie PC to Amiga
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❑ ^+ **V710 AREXX TUTORIAL** Includes several samples of Arexx scripts & some sample programs. ARexx comes free on all Workbench v2.x and better machines.
❑ ^+ **V711 UNIX** Contains a working demo of Minix (a Unix) based System which is call compatable.
❑ ^+ **V719 FREECOPY v1.8** Removes protected games copy protection so that the user can install them on HD.
❑ ^+ **V727 ART OF MED 2** Another excellent select of Med tunes.
❑ ^+ **V742 ONLINE v1.4** Program will allow you to find cheats within games.
❑ ^+ **F691 PROFESSIONAL C MANUAL v3.0** Is the largest collection of utilities, documents & examples for C. It consists of six manuals, with over 40 chapters **(5)**
❑ ^+ **V757 AMIGADEX v1.61** Creates a card index database system.
❑ ^+ **V758 TEXTPLUS v4.0e** Another update of this excellent Word processor program. Requires Hard drive
❑ ^+ **V759 TEXT ENGINE v4.0** Up-dated version of the Word processor with **AZSPELL.** Excellent spell checker
❑ ^+ **V761 A-GENE v4.18** The most popular genealogy database program.
❑ ^* **V773 WB v2.x WINDOWBENCH v2.0** Excellent Workbench replacement for all WB v2.04+ Users **(2)**
❑ ^* **V777 VOICE CLI v7.0** The idea is to control the CLI with your own voice.
❑ ^+ **V778 RAYSHADE v4.0** Complex Ray tracing package. 2Mb **(3)**
❑ ^+ **V782 FORMS** Create, Edit, Draw , Colour & print your own forms
❑ ^+ **V783 PROGRAMMING TOOLBOX** Many programs to help in your development efforts (most C but some in basic).
❑ ^+ **V784 AREXX (2)** disks which contain Arexx programs & examples
❑ ^+ **V786 PASCAL** This disk contains everything needed to program in Pascal. Includes a68k 68000 assembler & more.
❑ ^+ **V787 PROGRAMMER TOOLS** GadTools to design your user interface to your own programs using all of Amiga DOS 2.0+s new features. Also RegTools.
❑ ^+ **V790 ANIMATION UTLS** Includes CyroUtils for splitting, combining, and creating animations from IFF picture files.
❑ ^+ **V791 DIRECTORY ULTS** Highly recommended programs which are designed to make CLI tasks virtually obsolete.
❑ ^+ **V794 GRINDER** Complete graphic conversion package that supports GIF, JPeg, Atari St (Neochrome / Degas), PCX, Targa, TIFF, Ham-E and IFF Format pics.
❑ ^+ **V799 ADVENCED UTILs** SerNet & ParNet, Connect 2 Amigas & share resources via serial or Parallel ports. MyMenu
❑ ^* **V806 WB v2.04 UTILITIES (2)** 2nd collection of WB v2.04+ utilities that take advantage of the NEW capabilities.
❑ ^+ **V811 ELECTROCAD v1.42 & PRO TOYPER** Electronics drawing Programs.
❑ ^+ **V812 CANON** This disk contains Printer Drivers & Canon Studio, Gives better print output for ANY 9 pin printer
❑ ^+ **V815 FILE & HD 2** DirWork v1.62 MegaD File copier like Disk Master **(2)**
❑ !- **V817 A500 PLUS EMULATOR** As it sounds will let v1.3 / v1.2 owners run WB v2.x+ software WITH-OUT any need to purchase the Workbench v2.x chips.
❑ ^+ **V818 INSCRIPT v1.1** Produce video titles. IFF Pictures as back grounds
❑ ^+ **V820 BBBBS v5.9** Baud Bandit bulletin Board System Ftures include up to 99 file libraries, interface to extra devices
❑ ^+ **V821 SNOOPDOS v1.5** Monitors Dos calls to see what library, devices, fonts are required if a program won't load
❑ ^* **V822 BACKUP v2.43** A Hard disk backup program that features, multi-drive support, full backup, compression.
❑ ^+ **V823 POWERPLAYER v3.4** Very powerful, user friendly module player.
❑ ^+ **V826 AHDM v3.4** Hard Drive Menu. When placed in your startup-sequence, offers a 16 page menu
❑ ^+ **V827 REPAIR-IT 2: NewZap v3.3,** Sector file editor. **FIXDISK v1.2,** Recover as much as possible from a defective disk
❑ ^+ **V841 MODULA-2** Contains modula-2 language on the Amiga.
❑ ^+ **V842 SID v2.01** Sid can be used for various operations, like file copieng, re-naming, deleting, Moving, Formatting ect
❑ ^+ **V844 DELITRACKER v1.3** Powerful & system friendly music player. Will play over 40 difference types of modules.
❑ ^+ **V845 Q.M.J v5.31** Generate julia sets & complex Quaternion Julia slices.
❑ ^+ **V850 FRAC v1.1** is a graphical Role playing game creator
❑ ^+ **V856 PICTURE TOOLS** Converts Pictures to other formats and styles.
❑ ^+ **V858 MUSIC MAKERS** A selection of programs to produce your own music productions. Make your own music.
❑ ^+ **V859 AUDIO TOOLS (2)** Sound and Audio production utilities.
❑ ^+ **V861 3d DESIGNER** Graphic production utilities including CLight, DKBTrace
❑ ^+ **V865 IMAGE PROCESSORS** Tools to perform wide variety of Image techniques
❑ ^+ **V866 MANDEL EXPLORER (2)** This is the best collection of Fractal Generating software utilities on the Amiga
❑ ^+ **V869 ANIMATION ASST (2)** Will solve many of your animation problems. Includes ABridge, Players, DA, AnimTools
❑ ^+ **V875 SPACE** Help you study, identify the Stars & celestial objects.
❑ ^+ **V876 SYSTEM TEST v4.1** Checks & reports on your computer
❑ ^+ **V888 TRONI CAD v1.0** The best CAD program with power functions.
❑ ^+ **V899 ABACKUP v3.88** A Powerful backup utility that may be used for HD backup & File Archiving. **Sysinfo**
❑ ^* **V900 BOOTJOB v1.0** Include functions to store, install, view or execute any bootblock. Can save BB as executable
❑ ^* **V901 FIM v2.2** IntroMaker to create you own Intros. IFF imports
❑ ^+ **V921 COMPUGRAPHIC FONTS** Will work with DPaint v4.1, ProPage3, Page stream, Page setter & Work bench v2.x+, Workbench 3.x About 30 Fonts **(3)**
❑ ^+ **V924 PLOT MAP v0.85** An extra disk for use with Draw Map v4.0+ Will allow use of the program with 512K RAM
❑ ^+ **V925 SLAUGHTER CHEATS** Selection of WB Hacks & Cheats
❑ ^+ **V928 THE LITTLE OFFICE** One of the best disks at the present time. Has a Word Processor and others
❑ ^+ **V936 LETTERS & BOILERPLATE** Letters for you to use as your own or cut & pause into a Word Processor
❑ ^+ **V942 SCREEN BLANKERS** A disk packed with screen blankers. Includes the Twilight Zone blanker along with 10 others
❑ ^+ **V943 LYAPUNOVIA v1.5** Mind-boggingly colourful program that makes pictures from a mathematical formula. Now with AGA support
❑ ^+ **V945 PROPAGE 3 ENHANCER** Over 40 Genies for use with ProPage 3.0, including useful ones like Make Pie Chart. Also structured clipart for unique borders!
❑ ^* **V946 SYSTEM OPTIMIZER** KCommodity gives you memory meters. REorg will optimize hard / floppy disks for big speed increase. HDMem virtual memory. 2 Meg of HD space for 2Mb
❑ ^+ **V947 GNUPLOT** Is a command driven interactive function plotter. Creates stunning plot/graphs of mathematical functions. Requires a hard disk drive
❑ ^+ **V948 INTUITION BASED BENCH-MARKS v6.0** Contains all the popular BMs like Sieve,Dhrystone,Savage,IMath & Matri
❑ ^+ **V949 TESTS** Contains all of the classic speed tests and system checks we could find. Includes CPU Speed, A full featured system diagnostic tool & more.
❑ ^+ **V951 PROTECTION** is a collection of utilities aimed to protect your data and protect autobooting HDs & Document File. Lock your data files with a password
❑ ^+ **V952 x-BENCH v1.0 (2)** Complete solution to the replacement Workbench. Contains LastHope, View, Virus Checker, Power packer & DCopy2
❑ ^+ **V957 TACKS v1.2** Help you create self-booting animation disks.
❑ ^+ **V958 CLUB LEAGUE** Is a utility that will allows you to edit and keep track of your divisons/leaggue stats.
❑ ^+ **V959 AMIGA_E v2.1b** Specific compiler. E is a powerful and flexible procedural programming language
❑ ^* **V962 SUPER KILLERS v3.0 (2)** The latest Virus Killers like BootX v5.23b, Virus Checker v6.29 and VirusZ v3.07
❑ ^* **V976 WB v2.04 UTILITIES 6** Next collection of WB v2.04+ utilities.
❑ ^+ **V977 FILE & HD No 5-6** Next Excellent collect of HD utilities. **(2)**
❑ ^+ **V979 NCOMM v3.0** Is a communications program based on Comm v1.34 with lots of very nice enhancements
❑ ^* **V980 KICK v1.3** Will down grade A500+, A600, A1200 users machines to run software that would NOT normaly work. Turns them into a Workbench 1.3.
❑ ^+ **V983 MEGA CHEATS v3.0c** Now contains over 500 cheats.
❑ ^+ **V984 PROTRACKER v3.0a** The latest updated version from Norway, Various bugs fixed and 70 new features
❑ ^+ **V988 ZIPBENCH v4.0** Another Workbench replacemant but contains excellent utilites like, powerpacker v2.2a, powerplayer, SysInfo, VirusX, Archiver, b-Base, BootIntro, Degrader, Fist Aid Box **(2)**
❑ ^+ **V994 THE MONEY PROGRAM v1.5** Features include upto a maxium of 60 accounts, upto 50 direct paymenys.
❑ ^+ **V1000 GRAPHPRO v1.0** Written with Amos pro by David Jordan. Basically takes a set of data, plots them on a graph.
❑ ^+ **V1001 VMORPH v2.21** Will allow you to create smooth morphs/warps between two different images over a period of frames to create an animation
❑ ^+ **V1002 RAMOS PRO v1.12** If you have Amos Pro then this disk will make your programs Boot without the program
❑ ^* **V1003 NICKPREFS** Is an enhancement to WB 2/3 which adds 3 new preferences WBPicture, BuzyPionter & Floppy.
❑ ^^ **V1005 WORKBENCH 3.0 UTLS** Contains the fist batch of A1200 and A4000/030/040 Utility programs
❑ ^+ **V1009 TURBO TEXT v1.1** Excellent Word Processor. Very impressiveversion
❑ ^+ **V1013 POOLS PREDICTION** A helping hand with the Pools.
❑ ^+ **V1016 OCTAMED v2.0** Music editor which was designed for making music
❑ ^* **V1017 POST v1.86** An excellent Postscript interpreter for the Amiga which implements the full Adobe language **(3)**
❑ ^^ **V1021 (AGA) SCREENS** Enhance your Workbench disks backgrounds with theses nice full coloured pictures
❑ ^+ **V1022 LITTLE TRAVELLER v1.1** Shows a world map & you can select any country for travel information, Zooms up another close up map with more detail.
❑ ^+ **V1023 QUIZ** Contains Questions & Answers with the option to add
❑ ^^ **V1024 (AGA) MANDELSQUARE v1.6** Generate enhanced AGA set images, requires numerical caprocessor. You can create 256 colour coloured pictures
❑ ^* **V1025 TERM v3.4** Comm prgroam, Xpr transfer, filetype ident after download, cut & paste, point-and-click, auto upload/ download, VT102/VT220, Ansi emulation, powerfull phone book & AGA support **(3)**
❑ ^* **V1034 ADM v1.01** Flexible address database with loads of great features
❑ ^+ **V1035 FES BASIC** Just in time for all the new machines which do not have Basic with thier machines any more.
❑ ^^ **V1037 (AGA) A1200 WB HACKS** An excellent collection of Utilities & Hacks
❑ ^+ **V1038 AMOS PRO UPDATER v1.11** 1st Update to the Amos Professional
❑ ^^ **V1039 (AGA) WB3.0 INSTALL** If you need to install your A1200 HD then you need this. Also requires disk V1075
❑ ^+ **V1040 bBASEIII v1.3** An easy to use, versalite, yet full featured database. Greatly enhanced successor to bBASE II.
❑ ^+ **V1041 DIGITAIL BREADBOARD** Full featured digitail circuit simulator
❑ ^* **V1043 SUPER DARK v1.5** A screen blanker like After dark from the MAC
❑ ^+ **V1044 FANCY PRINTING** Banner, Graph Paper v1.2 and Disk Print v3.59
❑ ^+ **V1045 uDRAW v1.0** Provides a mechanism for the rabid drawing of schematic diagrams. Bitmap oriented
❑ ^+ **V1046 THE XI RAVE SAMPLES** Grarett Watt's IFF 808 State samples
❑ ^+ **V1048 HAM-8 VISTAS (2)** Collection of Ham-8 Vista drawings
❑ ^+ **V1051 EASY CALC v1.0** A spread sheet designed to be both easy to use and fast. Built in excellent help system.
❑ ^+ **V1054 ADVANCED UTLS 2** Compress Disk doubles the capacity of your D on the fly with compressions. Also DiskOptimizer, SCSI Mount and more.
❑ ^* **V1055 PARBENCH** All the software you need to hookup 2 Amiga's or CDTV's.
❑ ^+ **V1056 DEVELOPER** Contains the official Commodore developers Kit for the Amiga Guide & install utilities.
❑ ^+ **V1057 EDPLAYER** Music MOD player that looks, acts & plays like a CD
❑ ^+ **V1058 3D GRAPHICS** Several 3d moddeling/ray tracing programs
❑ ^+ **V1059 GRAPHICS** Create stunning graphical images. MPath creates swirling galaxy images. Roses, Rayshade
❑ ^+ **V1060 CIRCUIT BOARD DESIGN** Includes mCAD v1.26 and several terrific routines for the electronic enthusiast.
❑ ^+ **V1061 DISK UTLS** Several highly recommended programs for performing file hard drive backup, file recovery, disk track recovery, and forced disk validatuion
❑ ^+ **V1062 DESKTOP PUB** Transfers Macintosh screen fonts .AFM metric files to Amiga fonts/PPage .metric files.
❑ ^+ **V1063 RIPPERS, STRIPPERS & BEATS** For the music enthusiast, designed to strip music from your favorite games
❑ ^+ **V1067 3D OBJECTS 3** About 20 objects in Sculpt / Turbosilver format
❑ ^+ **V1069 PRINTER DRIVERS 5** Desk-jet 550c, 500, 500c, Ricoh HP1200, Canon BJ300, 130, LPB, 10e, PJ1080a HP Paintjet
❑ ^^ **V1070 (AGA) UTLs 2** 256 colour icon editor,Plamsa256,QuickGrab v1.1
❑ ^^ **V1071 (AGA) MSM v1.8** Martins system monitor for programmers
❑ ^^ **V1072 (AGA) WINBLENDER v39.28** Create excellent/stunning AGA fractals. Also contains 68030/040/FPU versions.
❑ ^+ **V1073 FT-X ACCOUNTS v2.01** Was written as there are not ready any other good account packages.
❑ ^^ **V1074 (AGA) UTLs 3** Collection of AGA Based utilities. Includes Kill AGA Which allows you to run old badly written programs incluing demos & some games
❑ ^* **V1077 GENEALOGIST v3.04** Is a specialized database for keeping track of genealogical information. Full featured & a wide selection of features to use.
❑ ^+ **V1078 PC TASK v2.03** Software IBM-PC emulator. It allows you to run the majority of PC software with no additional hardware. Now supports VGA, EGA, CGA and MDA. Full version £49.99 see below
❑ ^+ **V1079 KEYBOARD TRAINER v1.1** Best Public Domain Typing Tutor An excellent New program / Amiga
❑ ^+ **V1081 REPAIR-IT 3** Contains a selection of Disk, Hard Drive repairing and file saving utilities for the Amiga.
❑ ^+ **V1083 CROSS v5.1** is a program that creates crossword puzzles for you
❑ ^+ **V1084 SPECTRUM EMULATOR v1.7 (2)** This is the best & latest version of the most popular emulator for the Amiga. There is an 020/030 versions now on the disk which enhance the games on disk.
❑ ^+ **V1087 STOCK ANALYST** Technical analysis and securities tracking program which calculate when to buy & sell shares
❑ ^* **V1088 WB 2.0+ UTLS** Contains ChkFrag, DFC5, FastDos, Formatter, No-Click, UnDelete, KeyMac, MegaWB, MR, 1 Plane, OpenL, ResumeMaker & StarBlank.
❑ ^^ **V1090 ANDYS (AGA) UTLs** Another selection of utilities for A1200 owners also encludes FakeMem, KillAGA, AGATest, Degrader and much more.
❑ ^+ **V1091 ASTRONOMY v2.0** A menu driven astronomy program that calculatoes information about the Sun,Moon, Planets and Constellations. Help Disk.
❑ ^+ **V1092 HEROQUEST AID** Will aid solo AD&D players who do not have a Dungeon master at the present time. It takes over the DMs role. Good or what.
❑ ^+ **V1093 PARNET SET-UP (2)** A two way network file system between two parallel ports, establish via two amigas
❑ ^* **V1095 DEGRADERS** If you have trouble running software on an A1200 or A4000/030/040 give this disk a try it will emulate the basic 1.3 rom better that any other software on the Amiga at present.
❑ ^+ **V1096 MING SHU CHINESE ASTROLOGY** Will create a horoscope in seconds not hours, the complete aid
❑ ^+ **V1097 TITANIC CHEATS v1.40** Contains 950k of raw data which is just a whisker under 600 games.Well presented
❑ ^+ **V1101 RJ UTLs** This disk contains helpful image processing and painting programs. Like Perfect Paint v1.34, Image Workshop v1.3, an IFF Manipulator
❑ ! * **V1102 DT UTLs** Contains Border for WB v2.04+ machines, MakeKickFile, SKick v3.34, is a replacement for kick-it, Z Kick and LKick kickers. It will softkick any other version of kickstart into ram.
❑ ^+ **V1103 TEK-ATAK MODULES** An excellent helping of wonderful music for your own productions or to listern to.
❑ ^* **V1104 COLOURED ICONS** Transfer your disks into colouful well presented works of art with this database.
❑ ^+ **V1105 VIEW TOOLS** Contains Convert, ViewTree, a Familt tree easy to use database progra. ViewPhone, an British telephone storage database. ViewDisk, is a small disk catalogue utility.
❑ ^+ **V1106 MAJOR LEAGUE** Allows you to keep track of your favorite teams and there results. DataIndex v2.4
❑ ^+ **V1109 STAR VIEW** Is designed to show graphicallythe positions of the stars and planets from any point on Earth
❑ ^+ **V1110 FORCASTER v2.01b** Is a Horse Racing prediction program which uses statistical analysis of Major factors.
❑ ^+ **V1112 CHEQUE BOOK v2.5** Record your bank and other transactions.
❑ ^+ **V1114 PRINT LABELs** DocDump2.1, Envelope Print v1.2, Inlay Maker v1.4, MC master v1.1, Banner Press, Label Print v3.5
❑ ^+ **V1116 POOLS WIZARD JNR** Deadacated Amiga Football Pools predicter.
❑ ^+ **V1117 x-BEAT v1.2** A good program for drum sequencing 16 bass.
❑ ^+ **V1119 MUSIC BASE v1.0** A versatile a east to use musical database.
❑ ^* **V1121 SHAYERA'S TOOLS** Contains IFF2RAW, MatchRun, NoClick, PlayMelon, SetStar, TrackPlayer v1.92
❑ ^+ **V1123 DIGITAL DREAMS UTLs** Contains Trax, ProMax, trax Map, Titans cruncher, Protect, VC, Scrabble II, Boot Block Champ II and File Protect.
❑ ^+ **V1124 FIRST ALERT VIRUS** BootX, EVN v2.22, LVD v1.75, MVK v2.2, No Saddam, SnapShot, VC, Virus X, Virus Z.
❑ ^+ **V1125 LEMMINGS 2 INSTALL** This disk will install Lemmings 2 to your hard drive. 1Mb Chip RAM + 512k RAM
❑ ^+ **V1129 RED DRAWF TRIVIA** The ultimate Quiz and answers game.
❑ ^+ **V1130 COMMUNICATE v1.2** A helping tool for learning one of the eight formats of cummunications or languages
❑ ^+ **V1131 COPPIERS UNLIMITED** AContains DCopy, FastEm, FastLighning, Maverick, Mirror, Nib, Rattle, Raw, Sanity, Super Duper and Tetracopy.
❑ ^+ **V1133 NUMPAD v37.3** Emulates a numeric keypad on some Amiga Keys.
❑ ^* **V1134 TOOLMANAGER v2.1 (2)** Includes the ability to add menus to your Tools menu. add WB icons or Windows.
❑ ^* **V1136 DISK UTLs 2** Copy_C A tool for making backup copies, formatting ect. DiskMate A multi drivedisk copier. Disk Salv 2 Disk repair, salvage & undelete utl. HDClick, HD menu & workbench tool.
❑ ^^ **V1137 (AGA) UTLs 4** Test, BBlank, CheckAGA, CycletoMenu, Doublex, Force VGA, GIF Datatype, PKLudge, PPShow, Rend24, ViewTek & Verlauf
❑ ^^ **V1138 (AGA) UTLs 5** Degrader, Pov-Ray, AmigaToDouble, CardMemLast, Palette, Promotor, RomTagMem.
❑ ^^ **V1139 (AGA) UTLs 6** A4091Patch, Alert Timer, Bestid, Clouds, Ham8 JPEG, NewPOP, NTSC4NTSC, PatchPointer, Plasma PCX & Screen Mode changer.
❑ ^+ **V1140 FOOTBALL FORECAST** This is the latest and most upto date football results prediction program.
❑ ^+ **V1141 MANDELPLOT v2.4** Does't just produce 2d fractals, can view them in 2d or 3d modes, make animations, even design your own fractals. Fastest mandelbrot producer 1.5 seconds on an A500!
❑ ^+ **V1144 GRAPHICS** Contains JPEG files,DJPEGGui v37.1,MakeAnim7,BestAGA anim playback. S-Anim-5 v1.1, S-PIC v1.2
❑ ^+ **V1145 MENUMASTER III** If you want to produce a simple menu system this is it wether for a hardsk or floppy disk.
❑ ^+ **V1147 EASYBENCH** Contains a wide selection of utilities which covers almost all the best utilities on the Amiga **(2)**
❑ ^+ **V1152 GOLDED V.94 (2)** A GUI Based editor with lots of functions/options (about 250), DICE compiler front end, OS3 look & functions, folding paragraphs, fully customizable menus, Hotkeys, Autobackup, Insert columns, Clipboard, And more.
❑ ^+ **V1153 AMIGABASE v1.31** A programmable database, features include 2 display methods, filter datatypes, search, print, string, memo text, date, time, Data only limited by memory size.
❑ ^+ **V1154 MAGIC MENU V1.27** Replaces all Intuition menus, supporting both pull-down and Pop-Up menus. Menus can be displayed in a 3d look.
❑ ^+ **V1155 PHXASS v3.3** A complete macro assembler which supports all important Motorola processors.
❑ ^+ **V1156 VIDEO TITLER** Can you generate professional looking TV titles and credits for you oun videos. Well you can with this, it has outstanding abilities like very smooth scrolling, colour slides (AGA support) and use of colour fonts. ideal for use with our Colour Fletcher fonts
❑ ^+ **V1157 DINOWARP TRIVIA** You land suddenly & apear in front of a Dinosaur who agres to let you go if you answer 50 questions
❑ ^+ **V1158 BACK TO SCHOOL** Is a collection of the best Public Domain & shareware educational programs which will demostrate to the youngest kid how to learn on the computer whill having fun. **(2)**
❑ ^+ **V1160 NOSTROMO CHEATS v1.1** The best adventure solution disk ever made with over 500 arcade cheats.
❑ ^+ **V1161 GOALKEEPER v1.0** Computer soccer administration program, Create your own Mini Football leagues upto eight teams, Fit for the European, UK leagues or just use with Kick-Off 2.
❑ ^+ **V1164 ASI A1200 FIX DISK** Contains all what you would need for getting disks to work on your new a1200 computer
❑ ^+ **V1174 SAMPLES UNLIMITED** A selection of instruments for all music programs like OctaMED, Sound Tracker.
❑ ^+ **V1175 UDM v3.0** Do you want to produce a utility disk of your own, well this disk will put you on the right track
❑ ^* **V1176 NO SAMPLER UTILITIES** Contains Hunter III, Fraxion Ripper, Sample Maker, R.I.P and loads more.
❑ ^+ **V1177 BETTERBENCH** Yes its another intresting Workbench utility disk packed 99% full of utilities and documents
❑ ^+ **V1178 KICKSTART 3 EMULATOR** This disk is a multi kickstart selection utility disk, You can select Kickstart 1.3 (34.005) Kickstart machine (as it is) Kickstart 3.0 (39.106) No AGA picture support but you do have a superior Workbench ect.
❑ ^+ **V1179 FILE-O-FAX** Designed for you to work at your own leisure without worrying about forgetting those important meetings, or names, address, tel No's
❑ ^+ **V1180 BACK TO SCHOOL 3** Contains Treasure Search, ReflexTest, Type or Die, more educations programs of kids
❑ ^+ **V1181 COLOUR THE ALPHABET** This program is for early learners which may help with letter & colour recognition and a bit of counting too. For the younger kids.
❑ ^+ **V1182 IRREGULAR VERBS** This is a Quiz game based around: subject Verbs

## AMIGA GAMES

❑ ! - **1073 TETRIS ORIGINAL** This is the closest game to the original tetris
❑ ^+ **1420 DTRIS** If you want a1 or 2 player Tetris this has to be 1 of them.
❑ ^+ **1749 SCRAMBLE** Original that old classic game from the arcades.
❑ ^+ **1977 POM POM GUNNER** Shoot down world war II air planes in this Operation Wolf style type game
❑ ! - **2018 JETMAN** Spectrum classic conve-rted to the amiga. with all the original sounds.
❑ ^+ **2022 SEA LANCE** The first Silent Service type sub war game on PD
❑ ^+ **2054 ATIC ATAC** A rendition of the game from the original Spectrum
❑ ^+ **2164 DUNGEON ON NADROJ** This is the best D&D adventure type game.
❑ ^+ **2220 STRATEGIC GAMES** Eternal Rome, Lords of Hosts, In Moonshine.
❑ ^+ **2221 MIND GAMES 21** of the best games to challenge your mind
❑ ^+ **2272 BLACK JACK LAB** Play all the popular versions of Pontoon
❑ ^+ **2278 CARD SHARP** Professionally presented selection of solitaire games.
❑ ^+ **2280 DIPLOMACY** Classic strategy game loosely based on World War 1. 2Mb
❑ ^+ **2411 TOTAL WAR** Strategy world conquest type game. 1 or more players
❑ ^+ **2432 GOLDEN OLDIES** Galaga, Galaxian, Space invaders, Asteriods, Batty & Missle Command
❑ ^+> **2447 COINDROP** Fruit Machine simulator with various gamble modes.
❑ ! - **2448 CRAZY SUE** Another first rate cute school girl platform game.
❑ ^+> **2480 FRUIT MACHINE 2** As near as poss to the Arcade machines
❑ ^+ **2485 IRON CLADS** Strategic War Game which is heavy on your mind **(2)**
❑ ^+ **2491 LEGEND OF LOTHIAN v1.02** Excellent adv game in the vein of Ultima
❑ ^+ **2498 AMOS CRICKET** Excellent arcade cricket simulator with nice graphic
❑ ^+ **2614 TETREN** Is a 1 or 2 player Tetris. The 2 player game is Head 2 Head.
❑ ^+ **2617 GOLDEN OLDIES 2:** Croak, is a 1 or 2 player Frogger. BiPlanes is 1 of the most additive games we've played here. Trail-Blazer, as the C64 Classic. Scamble.
❑ ^+ **2620 DR MARIO** You must move coloured pills down the screen. 3 in a row
❑ ^+ **2621 ETERNAL ROME** Start the Roman Empire from 32BC. Build fleets, armies & attack
❑ ^+ **2622 DONKEY KONG** Platform game in which you must rescue the girl.
❑ ^+ **2676 MORIA v5.4** Loads of new features, better graphics, larger, graphics, dungeons, screen updates, overview of dungon's map, more monsters ect.
❑ ^+ **2710 CLASH OF THE EMPIRES (2) v2.1** Strategical War game By T.A.Sear
❑ ^+ **2724 NEIGHBOURS** Is the best graphical adventure game to date **(2)**
❑ ! + **2738 AIR TRAFFIC CONTROL** Try to guide upto 100 planes into the AirPort
❑ ^+ **2775 ROULETE ROYAL** Why not do some gamble with chips at the casio
❑ ! + **2802 CARD-O-RAMA** Sea heven, Crib Klondike, Black-jack, Spades, Street
❑ ^ + **2825 ALL ROUNDER** A Cricket simulation with great graphics & play
❑ ^+ **2842 CRAZY SUE II** Sequal to the all time best selling PD platform game.
❑ ^+ **2854 SPACE INVAIDERS II** A revised old classic Space invaiders game.
❑ ^+ **2863 FIGHTING WARRIORS** A karate combat fighting contest game.
❑ ^+ **2932 NUMERIX** Enjoy puzzles / Tetris then this is a must. You have a scrabble board & you must place tetris blocks to get points.
❑ ^+ **2941 EXTREME VIOLENCE** Scrolls around much bigger than Smash TV
❑ ^+ **2987 BOMB JACKY** A conversion as the original Bomb Jack, it's as the best
❑ ^* **2988 BALDERS GROVE** its here Boulder dash with a selection of levels that work fully on Workbench 2. or higher
❑ ^^ **3023 UCHESS (AGA)** Do you love chess then try this. 4Mb & WB 3.0
❑ ^+ **3037 SSW** A game for 2 based on Space Wars but with many extra features.
❑ ^+ **3038 TANK HUNTER** A 2 player Tank Attack game with various levels
❑ ^+ **3039 ASTEROIDS II v0.85** The best version of Asteroids i have ever seen, If you like Asteroids then this is for you.
❑ ^^ **3040 TETRIS (AGA)** If you like tetris, you need this disk, AGA graphics.
❑ ^+ **3075 18 HOLE GOLF (2)** The first excellent golf game Theres fully selectable speed & power functions combined with surpub graphics top a great game.
❑ ^+ **3162 SON OF BLAGGER** This is a classic C64 platform conversion Can you remember how active it is to play
❑ ^+ **3214 UNIV CONQ** A strategy game where 2 human players battle for control of the universe. Status information is continually updated to allow the player to concentrate on strategy, digitized pictures
❑ ^+ **3234 SYSTEM DEFENDER** If Defender is the game and this is the game for you, In true defender style it retains all features.
❑ ^ **+3235 ALIEN BASH** The game is set inside a prison for the galaxys mentally unstable, you have been imprisoned there along with a bunch of your mates. Rescue your friends by shooting
❑ ^ **+3237 SKIDMARKS** Racing game in which you skid around a nice track to win
❑ ^+ **3252 BONDMINE 12** A well produced game in the vain of the classic Boulder Dash games.
❑ ^+ **3253 OPERATION METEOR** Set in 3d graphics in which you must travel around in a stunning adventure.
❑ ^- **3257 SUITCASE (2)** The best adventure on the amiga to date. Excellent
❑ ^+ **3265 WIBBLE WORLD GIGGY** Wibble World of Giggia Mania hits town Yes you can enjoy the frills of controlling an egg shaped character for free. Solve puzzles avoid the monsters
❑ ^+ **3269 BRAINBOW** is an original board game, which will have you taxing your brains for hours. Rather like a version of the pile-up Scrabble
❑ ^+ **3280 STRIKEBALL** Is a version of baseball with a few rule changes. When the game commences you will see a normalbaseball pitch & players positioned as inbaseball.
❑ ^+ **3283 NECESSARY ROUGHNESS (2)** Puts you in charge of a team of your choise and lets you play a computer team, again of your choise. As headcoach you will have to call the playsthat you think will be most effective to the game. You will then be ableto see the action, followed by a breif summary of what you have just seen.
❑ ^+ **3285 THE ENTITY v1.1** You play the role or i should say control the stix and you're beinginvaided by the Entity. You are enclosed inside an electrofield which mustnot be touch.
❑ ^+ **3286 AIR HOCKEY** Is a bat and ball game based on air hockey from the amusement aracdes its a basic game for 2 players.
❑ ^* **3287 ROAD TO HELL (2Mb)** Is an overhead view driving game like HotRod and super sprint. It requires skill and coordination for success. The aim of the aim of the game is towin the gold in the Championship by making more money that your opponent. Theres a helping extra which can be bought from the shop like enhancedtypes, Better Engines, Rockets, Smoke screens act.
❑ ^+ **3310 STARBASE 13 (2)** Is a graphical adventure, simular in style to monkey island or Operation Stealth. The controls and what they do are fairlty obvious.
❑ ^+ **3370 DIGITIAL TETRIS** Is a One or two player Tetris game with neat graphics
❑ ^+ **3371 SUPER PRIX** This is the closest variant game of Super Sprint on the Ami
❑ ^+ **3383 POPEYE** Is one of my old fravs from the C64 computer. Very playable.
❑ ^+ **3384 BLOAD RUNNER** Remember that old classic game well here it is.
❑ ^+ **3397 SPACE INVASION** Another convertsion of Space Invaiders.
❑ ^+ **3411 KINGDOMS AT WAR** This is a 1 to 4 player Risk type game with neat and colourful graphics and presentation.
❑ ^+ **3412 THE LAST REFUGE** Is a Space invaiders variant set in the middle ages.
❑ ^+ **3413 DARKSTAFF** Is another classic game this one from the spectrum world
❑ ^+ **3414 CONQUEST & DOMINATION** An excellent stratergy war game in which you can battle with troops, Tanks, Guns, Planes, Bombers, battle ships. Replace amal, oil, with trains, tankers. Build buildings, get more fuel, balance your funs, buy and sell and much more.

## STAR TREK + SI-FI

❑ ^ + .... **AT05 KLINGON D7 CRUISER** fires torpedoes while passing by **NCC-1864**
❑ ^ + .... **AT10 ENTERPRICES** Leaves the Star station dock. **NCC 1701-A** classic original
❑ ^ + .... **AT22 APPROACHING VESSELS**
❑ ^ + .... **AT23 STAR TREK FLEET MANEUVER**
❑ ^ + .... **AT33 THE PROBE II & BRID OF PREY**
❑ ^ + .... **AT34 LEAVING SPACE OFFICE** Docking, Attack mode, Bird of Prey Scout attacking
❑ ^ + .... **1060 STAR TREK *: TNG** Game
❑ ^ + .... **1081 UTLTIMATE STAR TREK (2)** Game by Tobias Richter. Now in English
❑ ^ + .... **2222 STAR TREK TNG** This is the latest quiz game based on the T:N:G **(2)**
❑ ! - ..... **2501 STARTREK** / Jimbo Barber **(2) 2dd**
❑ ^ + .... **2503 STARTREK** Eric Gustafson **(3) 2dd**
❑ ^ + .... **2926 STAR TREK THEMES! (2)** The original sampled version of the Star Trek themes.
❑ ^ + .... **2879 CULT TV II (2)** This volume features 6 more cult shows from the 60s & early 70s include complete Episode Guides, Indepth
❑ ^ + .... **3108 STAR TREK: DEEP SPACE 9 SLIDES**
❑ ^ ^ .... **3386 (AGA) STAR WARS SLIDESHOW**

❑ **Star Trek / Wars Video Tape** 25Min long Tobias Richter 24bit ray traced animation which took 6 weeks to produce. (VHS Format) £11.99

**Code Numbers**

| | |
|---|---|
| + | Works with Workbench 2.0 |
| * | Workbench 2.0+ Only |
| ^ | Works with Workbench 3.0 |
| ^^ | Workbench 3.0+ Only |
| > | Not A600 Machines |
| - | Not A500P or A600 Machines |
| ! | Not Workbench 3.0 |
| ?? | Requires ?? Amount of disks |
| ??Mb | Requires ?? Amount of memory |

## NEW DEMOS

| | |
|---|---|
| ❑ ! + 3419 | RUNES |
| ❑ ^+ 3418 | HAM AIR PLANE PICTURES |
| ❑ ^+ 3417 | SUPERHAM 001 |
| ❑ ^+ 3416 | CHILDREN FAVOURITES |
| ❑ ^+ 3415 | STREAT FIGHTER III VIOLENCE DEMO |
| ❑ ^^ 3410 | (AGA) CROM MEGA DEMO |
| ❑ ^+ 3409 | BLOCKBUSTERS |
| ❑ ^+ 3405 | LAST STAND ON HOTH (4) |
| ❑ ^^ 3403 | (AGA) SUBLIMINAL XTC RAVE (2) |
| ❑ ^+ 3389 | RAGE MEGA DEMO |
| ❑ ^+ 3388 | EXTENSION MEGA DEMO |
| ❑ ^+ 3374 | AKIRA PICTURES 2 |
| ❑ ^+ 3373 | SCHEGEGGI COMIC STRIP |
| ❑ ^^ 3372 | (AGA) TEAM HOIS AGA DEMO II |
| ❑ ^+ 3366 | SOME DEMO / LEMON |
| ❑ ! +3338 | AQUARIUM MEGA DEMO |
| ❑ ^+ 3354 | FAIRLIGHT RAVE DEMO |
| ❑ ^+ 3290 | GRAPEVINE 16 (3) £4.00 |
| ❑ ^^ 3212 | (AGA) NIGHT BREED SLIDES (2) |
| ❑ ^+ 3136 | KEFRENS DESERT DREAM (2) |
| ❑ ^+ 3139 | SCOOPEX 2 UNLIMITED (2) |
| ❑ ^^ 3063 | (AGA) HOIS MEGA DEMO |
| ❑ ^+ 2921 | STATE OF THE ARTS |
| ❑ ^* 2815 | LAWNMOWER MAN (2) |
| ❑ ^+ 2858 | JESUS ON E'S / LSD (2) |

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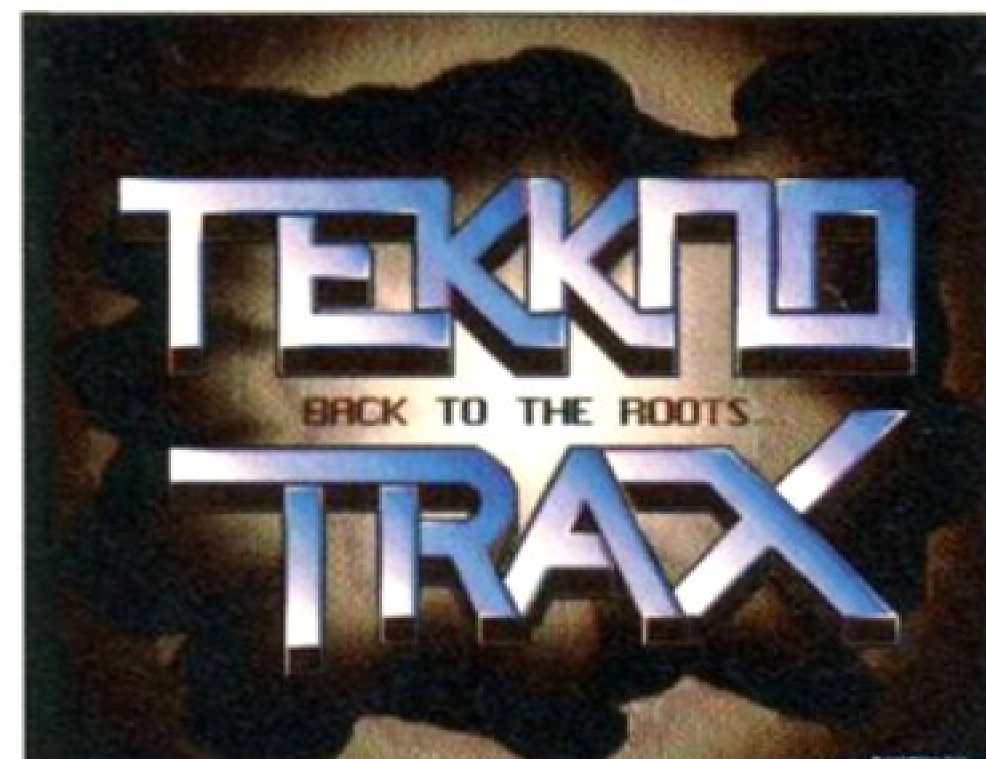
Steve Bradley takes a leisurely stroll through the garden of Public Domain delights and finds that it's blooming with rave music, Ford Capris, a peculiar Finnish fishing experience, a song called Sex Was Different, and a man called Professor Kinkel...

# PD Demo Zone


It's just like having your very own Amiga jukebox, with this *DJ Taurus* demo, except you don't need 10 pences.



Old classics such as *Pissing On Heavens* and *Sex Was Different* are the order of the day on the *Desert* demo.



This beat is indeed technotronic. And why not? *Desert* is a veritable compendium of audio and visual delights.


The clock on the wall, tells the story of it all. This is the prelude to a ravey *Hysteria* track, and excellent it is too.

## DJ TAURUS — DEMO
**PD-SOFT, DISK 3200**

Included on this German sampling demo is the *2Unlimited* tune that they use on *Grandstand* where Steve Rider, shortly before the 1.30 at Kempton Park stands up, punches the air and shouts: "Are you all ready for this?" This has got to be a good thing. Also included is a remixed version of the *Banana Boat Song* by the great Harry Belafonte and *Don't Talk Just Kiss* by classic English pop band *Right Said Fred*, minus the singer. This has also got to be good thing.

It's quite a polished little number and DJ Thunder promises more to come with the A1200 very much in mind. There are two screen options, the main one being the front view of a stereo where you can twiddle various knobs (using the mouse of course). Press V and the screen flickers madly (to denote 'Rave') causing all manner of seizures to occur (allegedly).

## HYSTERIA (BY ANALOGY) — DEMO
**PD-SOFT, DISK 3350,**

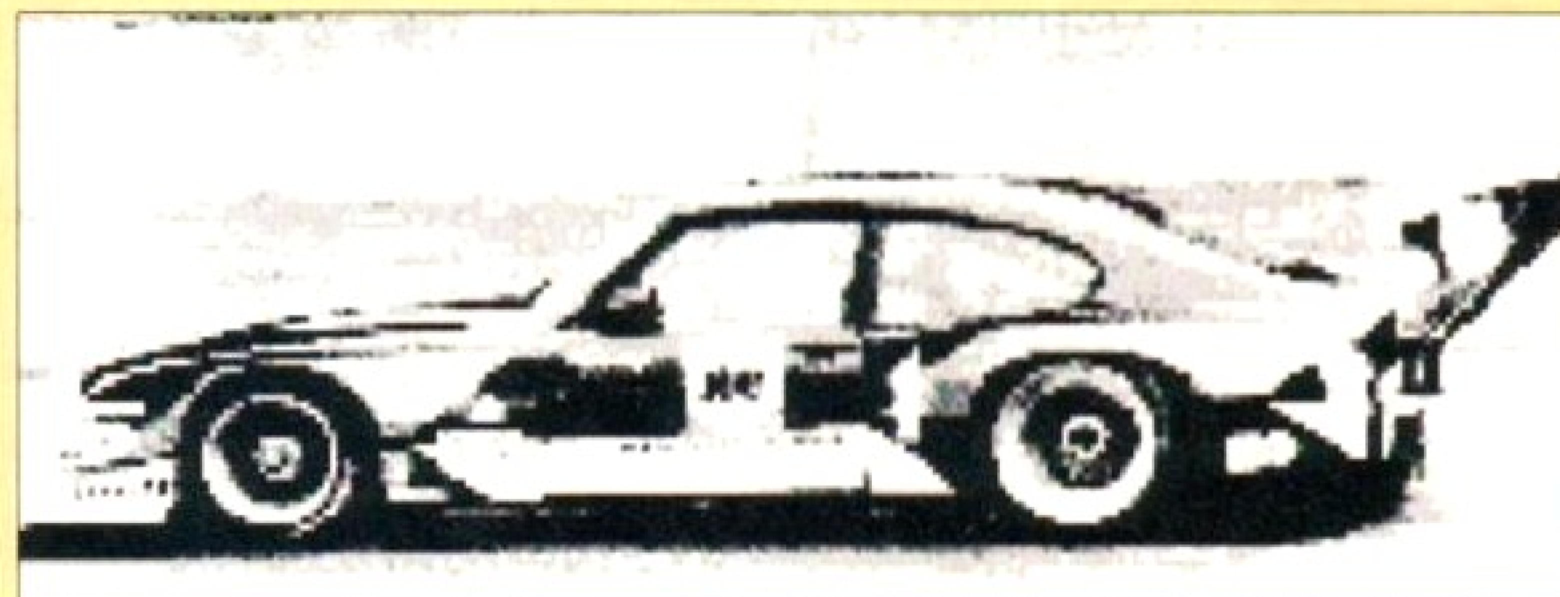
Bloke down the pub might quite reasonably ask: "What the hell's all that about?" A mixed bag (two disks) and no mistake, *Hysteria* includes strange cartoons, kaleidoscope effects and the obligatory 'rave' track with various garbled images. The intro music is also intensely grating. But no matter, one of the cartoons is vaguely amusing, and there's even an image which exhorts you, "Why not to have yet another Heineken" (they're Finnish). But I couldn't say 'Hello' in Finnish.

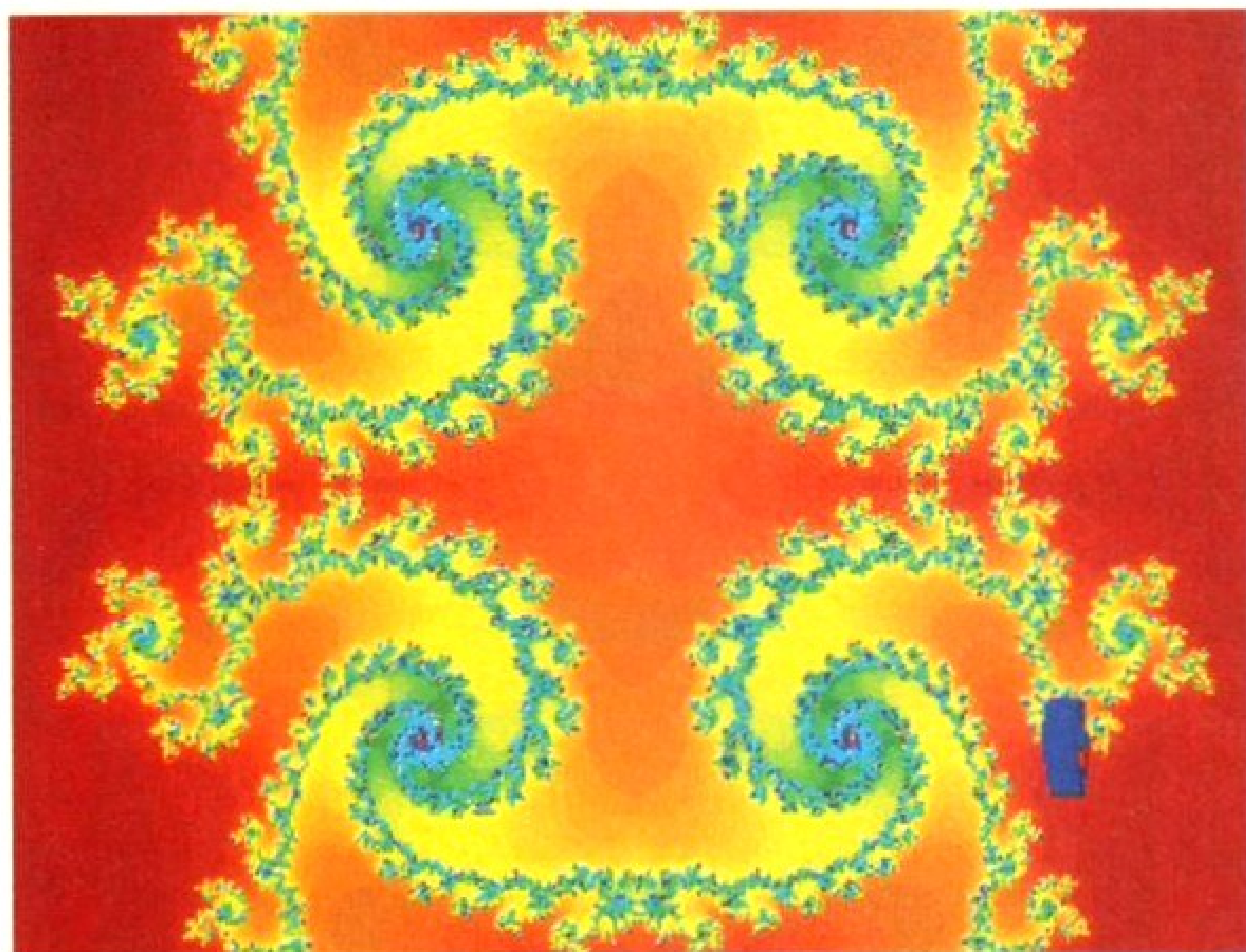
The rave track is better than the intro music and is accompanied by various flashing images which probably make a really good point about something hugely important. They include Nazi and anarchy symbols, training shoes, an army knife and a revolving head. And look out for the man called Professor Kinkel.

## 17-BIT SOFTWARE, SLIDESHOW, DISK 2657 — SLIDE
**FORD CAPRI PART TWO – RACING TO VICTORY**

Following on from the first Capri slideshow (reviewed *AF51*), *Racing To Victory* tells of the daring exploits of Capris on the racetrack. Combining diagrams and informal, but informative text, three decades are covered with Roger Clark's 1969 three litre, four wheel drive model featured heavily. Jackie Stewart and Emmerson Fittipaldi are other famous drivers who have raced the little beauties and back in 1972, a Capri came a highly respectable eighth overall in the 24 hour Le Mans race. If all this doesn't quench your thirst for knowledge about all things Capri, then get in touch with the Capri Club International. Me, I always preferred the Vauxhall Viva Magnum (only joking chaps).


There aren't many Capris around these days, but now that Ford have launched a new model, look out for people with black slip-ons and white socks. Joke.


A racing Capri in glorious, full stride is simply a delight to see. Not that you can tell it's a Capri of course, with it's body armour and stripes. The 2000 GT was much prettier.



You see this. This is what you can do with your A1200 (if you're a bright spark). *Point of Sale* is well worth a look if you need convincing of the capabilities of the great machine.



The prelude to this *Heliopolis* scene is the bloke losing his rod to a big fish. And does the air turn blue? Check out the quality of this, you won't be disappointed.

## GNU

DEMO

**PD-SOFT, DISK 3196,**

A four disk extravaganza from a Danish Ravemeister – what more could one ask for? The intro is excellent, informing us that "this is not another flying saucer scare". And indeed, it is not. What it is, is a montage of kaleidoscopes, words and cartoons, with the obligatory flickery screen effects, backed by a pounding rave tune. There's even a subliminal Coca Cola logo, and the odd flashing swearword. By disk four, it does become a bit repetitive, although it is, for the most part, rather impressive.

## DESERT

DEMO

**PD-SOFT, DISK 3326,**

Here we view a Compact Disc player with some delight. Six 'ravey' tunes are on offer, with names ranging from *Sex Was Different* to the enchanting *Pissing On Heavens*. You can pause the tracks, even stop and fast forward them. Unfortunately, the tunes start to grind after a while, although *In The Time* is a funky number. It's Not as good as the *DJ Taurus* offering though.

## HELIOPOLIS

DEMO

**TELESCAN COMPUTER SERVICES**

The highlight of this excellent little demo is a beautifully drawn animation sequence where a man goes fishing, attempts to catch a fish, only to see the fish take off with his rod, whereupon he curses wildly (it's Finnish, so I'm not sure what he mutters). From here on in, there are a series of visual effects, all of which are highly polished, from 3D canyons to kaleidoscopic dots. Recommended.

## POINT OF SALE

DEMO

**TELESCAN COMPUTER SERVICES**

This is a flowing set of visuals with a soundtrack in the background for no other reason than it's better than total silence. Using the Commodore logo in various guises, the demo cleverly shows off the remarkable graphic capabilities of the Amiga's AGA chipset. In fact, such is the quality of the graphics, that *Point of Sale* is used in France to sell the A1200. Visually rewarding.

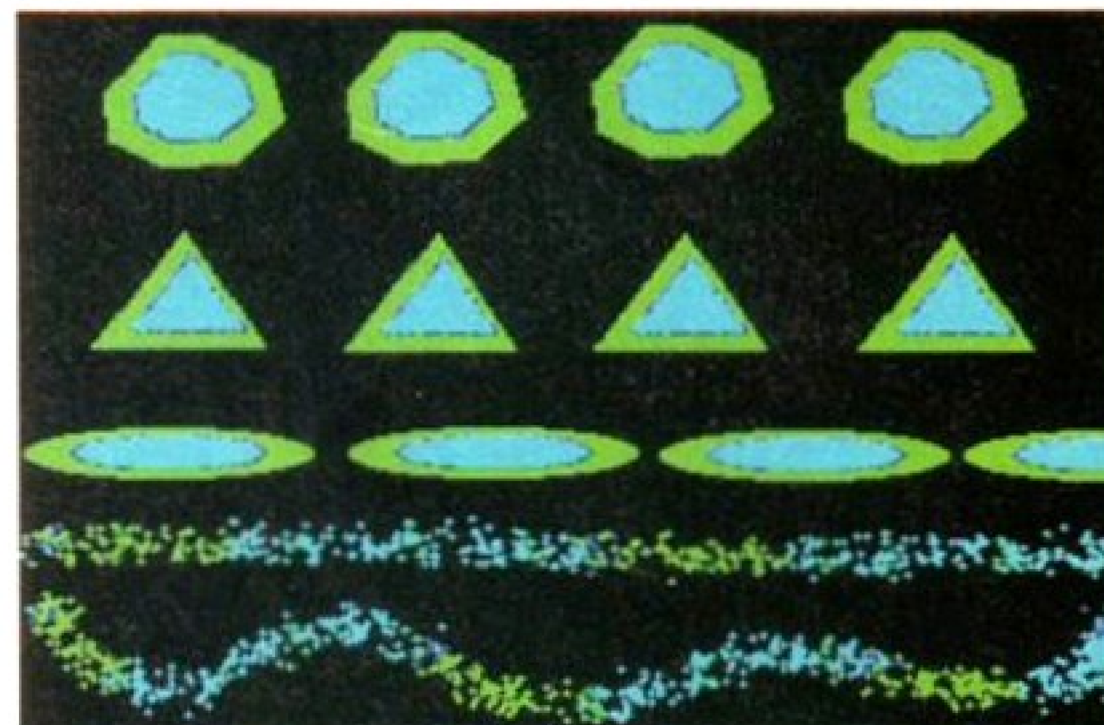
## MEGA MODULES – THE WARRIORS

DEMO

**PD-SOFT, DISK 3206,**

My mate Rolf was once in a band. Towards the end of their first ever gig he opined: "Music is my life". Only, some wag at the back shouted: "You must have a pretty crap life then". Unfair I know, but very funny. Reminiscences aside, *The Warriors* is a collection of six tunes which will improve your life to an erm, let's say, unquantifiable degree.

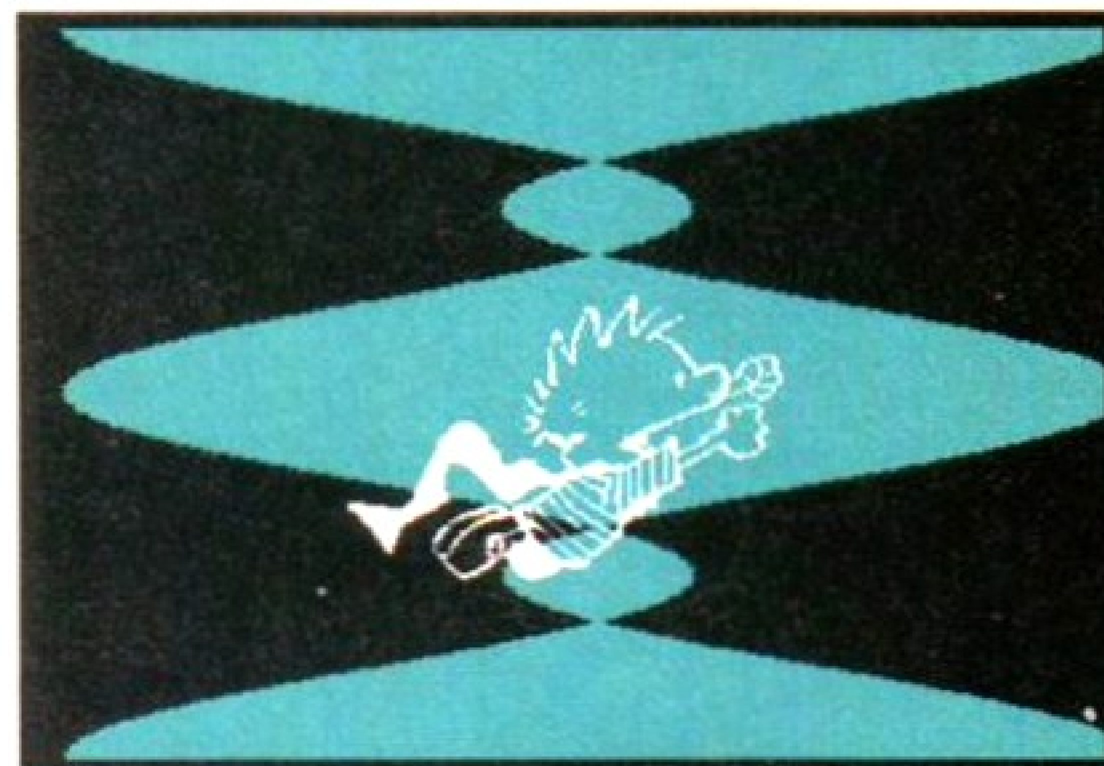
Not only are there tunes, but if you press certain keys, you get Trippy Screens. These consist of lots of flickers, and coloured squares and triangles. Although it is not perhaps, the most inspiring demo of the month, it should appeal to those who like the tunes.



'Trippy Screens' are the order of the day in *The Warriors*. The last trip I had was a wet one to Mablethorpe.



"This is not another flying saucer scare," said the floating upside-down head. "It's a flying head scare." Oh really.



The chap from *The Warriors* is probably a superhero, come to save us from folk who produce rave demos.

## TOP 10 DEMOS

**Every month we scour the PD world for a top 10 from a prominent company. This month the chart comes from**

**TELESCAN COMPUTER SERVICES**

| | | | | | |
|---|---|---|---|---|---|
| 1 | Bodyshop 2 | AGA | 6 | Extension | Demo |
| 2 | Vomit | Demo | 7 | Subtle Shades | Demo |
| 3 | Point of Sale AGA | Demo | 8 | Rink-a-dink | Demo |
| 4 | Revelation | Slideshow | 9 | Technological Death | Demo |
| 5 | Mindwarp AGA | Demo | 10 | Retina Euro 1 | Demo |

## WHERE TO GET THE DISKS IN THIS ISSUE

PD-SOFT, **1 Bryant Avenue, Southend-on-Sea, Essex SS1 2YD (0702) 466933**

17-BIT SOFTWARE, **1st Floor Offices, 2/8 Market Street, Wakefield, West Yorkshire WF1 1DH (0924) 366982**

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M0040 Lsd Total Kaos (2) (P)
M0042 Lsd Jesus on E's (2) (P) #2
M0346 A-Z of 64 tunes (4) (P)
M0083 Gastric Ulcer Rave (P)
M0134 Kefrens Megamix 3
M0147 Epilsea 2 (P)
M0379 Dirty Dancing Sample (P)
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A0481 Team Hoi A1200 only
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U1016 Jungle Issue 1
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If you own an Amiga 1200 or A4000 ask for our A1200 PD list, it gives details of all our AGA PD software, we have over seventy A1200 PD disks including demos, a few games and loads of utils.

☐ A1200 PDLIST

## UTILITIES

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- ☐ 2419 UEDIT V3.0A
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- ☐ 2526 A500PLUS UTILITIES 5
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- ☐ 2643 SNOOP DOS
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- ☐ 2654 KEY MAP EDITOR
- ☐ 2676 SHELL TOOLS FOR WB2/3
- ☐ 2698 VIDEO EDITORS' KIT
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- ☐ 2701 SHOWGIF + IFF2GIF
- ☐ 2819 AMIGA PUNT
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- ☐ 2911-2 TWIN EXPRESS
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- ☐ 2969 LITTLE OFFICE
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- ☐ 2974 LITTLE BENCH 2.0
  Speedy WB
- ☐ 2999 POWER BENCH 1.0
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  Explains CLI & Shell. Great for beginners
- ☐ 3003 PASCAL LANGUAGE
- ☐ 3004 AMIGA TUTORIAL
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- ☐ 3021 FORTRAN COMPILER
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- ☐ 3081 HAM LAB PRO V2.08
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- ☐ 3125 T.A.C.K V1.2
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- ☐ 3339 AMIGA BEGINNERS GUIDE
- ☐ 3417 BAD FORMAT
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- ☐ 3535 DICE COMPILER
- ☐ 3553 RANDOM QUOTER
  Every time your computer boots up the System will give you a different quote
- ☐ 3554 PCTASK 2.03
  Latest version of this amazing new shareware PC emulator, 256 colours (VGA) on an Amiga 1200
- ☐ 3564 SPECTRUM EMULATOR 1.7
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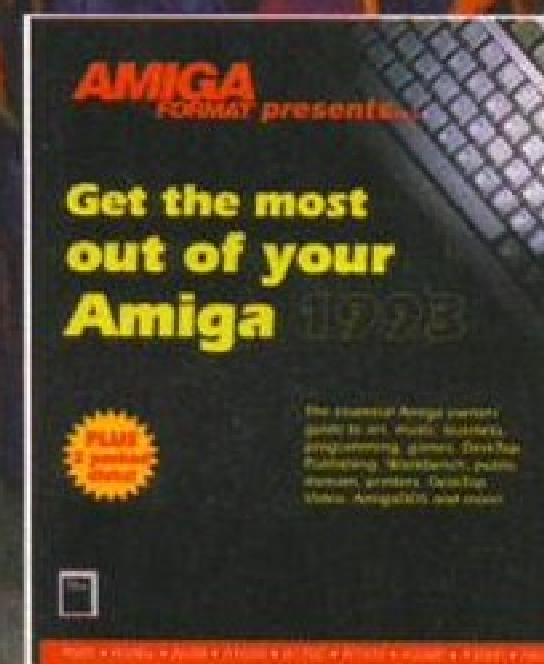
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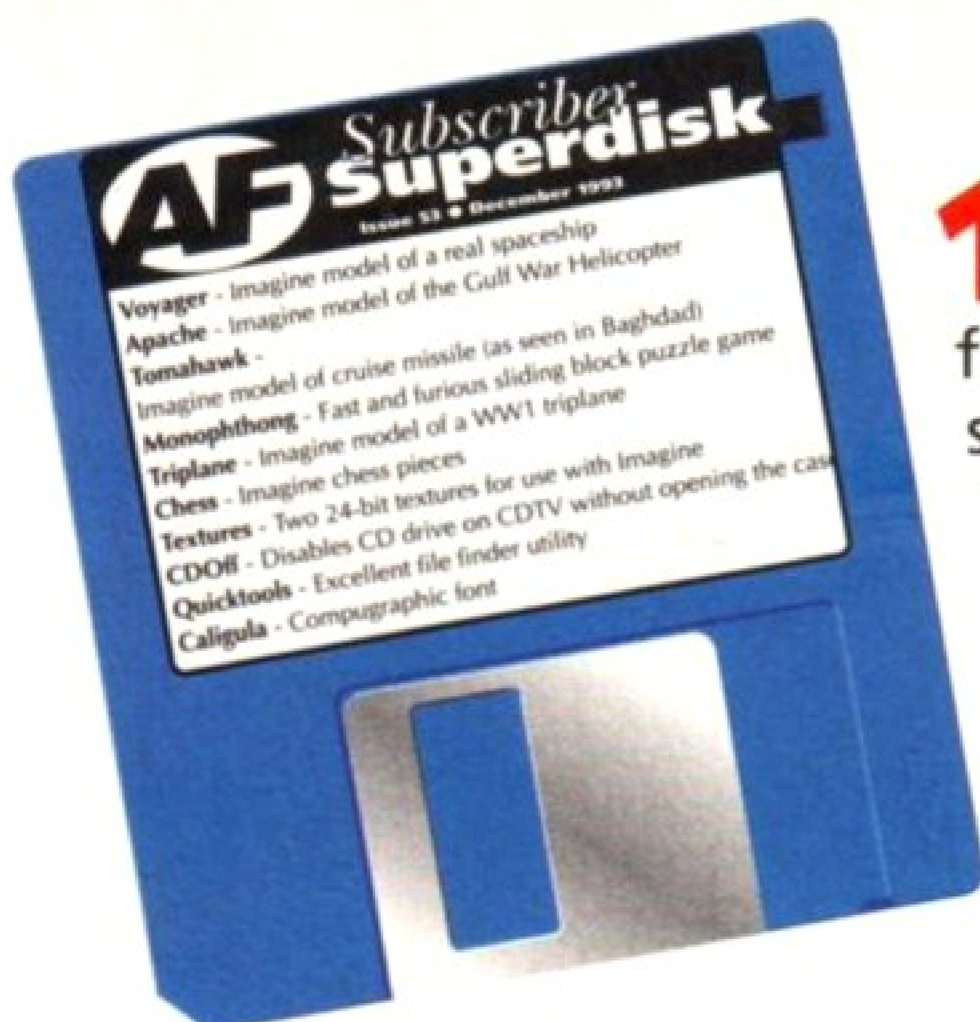
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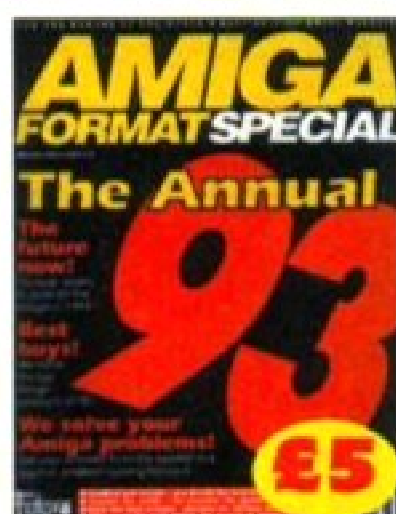


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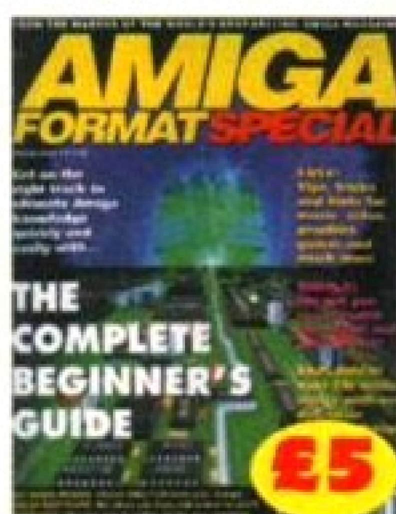
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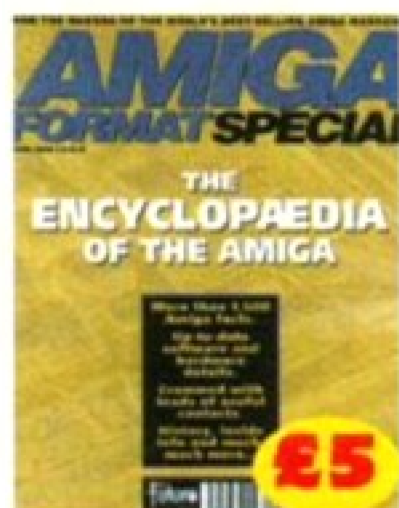
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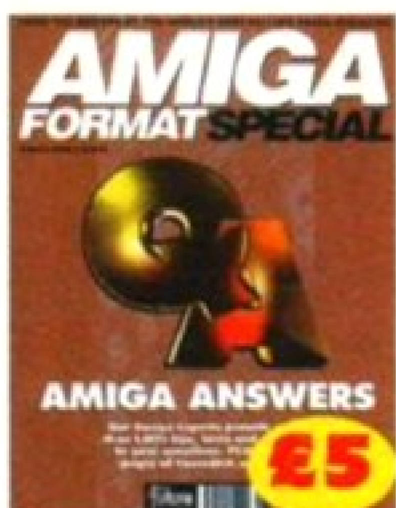
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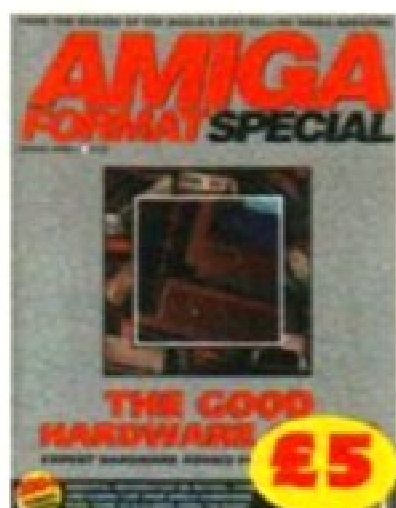
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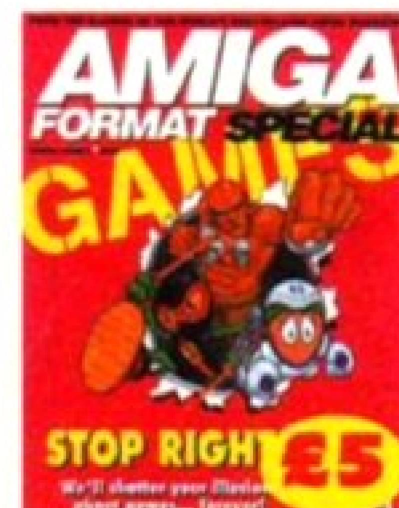
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AF MAG 12/93

## Wordworth v2

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| **Wordworth 2** | ~~£129.99~~ | **£49.99** | **AMF266** |

## Adorage

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On issue 48's Coverdisk we featured a working demo of MicroPace's excellent video effects titler, ***Adorage***. Now we're offering ***AF*** readers a special deal for the full version, including full technical support and a manual to help you make the most of all the titling effects.

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This is one of the highest-rated programs ever reviewed in ***Amiga Format***. Top of the AMOS range, it updates the famous AMOS extended basic programming language with new commands and facilities that make it a real winner! (Needs 1Mb minimum.)

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| **AMOS Pro** | ~~£69.99~~ | **£59.99** | **AFAMPRO** |

## History Line

SAVE £5

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| **History Line** | ~~£34.99~~ | **£29.99** | **AF251** |

## VideoMaster

SAVE £5

MicroDeal's new combined audio and video digitiser enables you to capture both sounds and pictures for manipulation on your A500 or A500 Plus, enabling you to make your own multimedia movies.

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| **VideoMaster** | ~~£69.95~~ | **£64.95** | **AMF245** |

## Easy AMOS

SAVE £5

Designed for the beginner who wants to learn programming but doesn't know where to start, Easy AMOS is more than a programming language. Based on the successful AMOS, it has many helpful examples and detailed explanations to help you learn.

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## AF Amiga Accessories

To keep all your copies of ***AF*** neat and tidy our stylish black and silver binders are ideal. And if your bedroom, or lounge is anything like the **AF** offices, you'll be needing a dust cover for your Amiga. And knowing that co-ordination is the key we've even created matching resilient and water resistant mouse mats and disk wallets!

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## StereoMaster and free Quartet software

SAVE £10

This update of *MasterSound* is an ideal entry-level sound sampler. It features an improved, easy-to-use graphic interface, and as an extra special offer we are throwing in for free, the excellent ***Quartet*** sample MIDI sequencer.
This powerful, but easy to use, four-track sequencer will enable you to build your sampled sounds into full music tracks. At this price, no budding Amiga musician can afford to miss it.

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| **StereoMaster and Quartet** | **~~£39.95~~** | **£29.99** | **AF234** |

## Technosound Turbo

SAVE £6

This sampler from New Dimensions enables you to grab digitised sounds, then sequence them into compositions. It also contains a new cartridge, a manual and a set of audio leads.

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| **Technosound Turbo** | **~~£35.95~~** | **£29.95** | **AF246** |

## Lost Treasures of Infocom

SAVE £5

*The Lost Treasures of Infocom* (reviewed, **AF**40, 90%), is a collection of 20 of the best text adventures ever. And it could be yours for the bargain price of £30.99.

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| **Lost Treasures** | **~~£35.99~~** | **£30.99** | **AMF260** |

## Graphics Workshop Manual

*Graphics Workshop* is a drawing package so special that, along with all the normal tools you would expect from a top paint program, you get some powerful extra utilities.

You're not limited to using one custom brush, you can pick up and store up to 10. It also features ANIM and Animbrush forms of animation, and a cell system which is probably the most powerful animation system on the Amiga. Why not get the most out of this top program by buying this illustrated instruction book and tutorial guide (with a special tutorial disk).

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# BLITZ BASIC

**This month Simon Armstrong features an editor for the iso-blaster project and more commands to keep you experimenting with Blitz2 on last issue's Coverdisk.**

## WHOOPS!

A couple of errors crept into last month's Blitz Basic listings. These are as follows:

### MONSTA'S IN THE DUNGEON

In the subroutine labelled .yourmove, the following lines were wrong :

```
Case "U":If map(myx,myy-1) Then myy-1 ; up
Case "D":If map(myx,myy+1) Then myy+1 ; down
Case "L":If map(myx-1,myy) Then myx-1 ; left
Case "R":If map(myx+1,myy) Then myx+1 ; right
```

They should read :

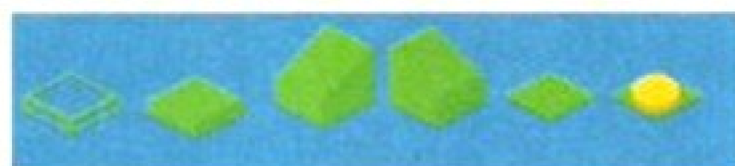
```
Case "U":If map(myx,myy-1)=0 Then myy-1 ; up
Case "D":If map(myx,myy+1)=0 Then myy+1 ; down
Case "L":If map(myx-1,myy)=0 Then myx-1 ; left
Case "R":If map(myx+1,myy)=0 Then myx+1 ; right
```

In the Dungeon Editor program, the line two thirds of the way down the first column which reads :
If GadgetHit

Should read :
If GadgetHit <2

Our apologies for any inconvenience this may have caused.

## ADDING BLOCKS TO ISO-BLASTER



The ISO-ED drawer contains a blocks.iff screen and a blocks.shapes file. To add more blocks all you have to do is to load the blocks.iff screen into *DPaint* in 320 x 256 x 8 colour mode and edit away. Then just crank up the ShapesMaker program in the code drawer (load source into Blitz2 and compile/run).

The ShapesMaker program allows you to load any IFF page and convert it to a shapes file which Blitz2 can read. When laying out frames of animation or blocks such as the ones above, ShapesMaker can be used to quickly create a file of multiple shapes which can then be loaded into Blitz2 programs using LoadShapes.

If you do add some shapes be sure to increment the #numshapes constant at the top of the editor.

## THE USER INTERFACE

This listing proves just how powerful Blitz2 is for developing solid in-house editors used by all professional game devlopers. Often the ease of use and flexibility of the game editor will allow the coder to pass on design tasks to others enabling them to concentrate on the things they do best. The editor Paul Andrews (Vision Software) knocked together in Blitz2 for *Woody's World* meant he could get back to his assembler leaving others the task of designing the biggest platformer ever.

Because the user interface is written with Blitz2's Intuition commands it will quite happily multitask with other utilities. The first Menu is the standard Project menu as covered last month. The second Mode menu allows the user to toggle between Draw and Adjust modes of editing. The third Blocks menu enables the user to select from the available 3D blocks, I have detailed how to add more blocks later in this article.

To achieve the toggling selection in the Mode menu, the values 2 and 4 are used in the flags field of the MenuItem command. A 2 means the item is mutually exclusive and so will turn off when another item is selected. A 4 is used for the item that is initially on.

Another nice feature of Blitz2 is the way shapes can be used in menus and gadgets. The Blocks menu uses the actual shapes available using the ShapeItem command.

## MOUSE MOVEMENTS

For a program to multitask properly it must spend most of its time asleep only waking when an event arrives through one of its Windows (such as a cricket ball). Because we really need a cursor that follows the mouse around the screen we have to ask for all mouse movements (unless of course they are of the vindaloo variety). Anyway, by using the AddIDCMP command as described below we can wake up whenever the user moves the mouse and

## ISOBLASTER MAP EDITOR V0.1
### BY SIMON ARMSTRONG

```
DEFTYPE .w                          ;all variables default to integer type
MaxLen pa$=160                      ;fix length of strings for use with Blitz2
MaxLen fi$=64                                                  ;filerequester

NEWTYPE .block                                        ;information for each block
   btype.w:bheight
End NEWTYPE

Dim map.block(63,63)                             ;the array to hold all the blocks

#numshapes=3                            ;number of shapes in blocks.shapes file
#size=64*64*SizeOf.block                  ;size of array for loading & saving

                     ; the following macros are the same as functions returning
                  ; the screen position of the 3D isometric coordinate (`1,`2,`3)

Macro px 320+(`1-`2) ASL 4:End Macro
Macro py -160+(`1+`1+`2+`2-`3) ASL 2:End Macro
Macro pp 320+(`1-`2) ASL 4,py -160+(`1+`1+`2+`2-`3) ASL 2:End Macro

BitMap 0,640,512,3                                     ;8 color hires lace bitmap

Buffer 0,1024                                          ;buffer to undo buffer blits

LoadShapes 0,"blocks.shapes"                                 ;tiles for the ground
LoadPalette 0,"blocks.iff"                               ;palette for backgrround

Screen 0,0,0,640,512,3,$8004,"ISO EDITOR",1,2,0

Use Palette 0

MenuTitle 0,0,"PROJECT"
MenuItem 0,0,0,0,"LOAD                    ","L"
MenuItem 0,0,0,1,"SAVE                    ","S"
MenuItem 0,0,0,2,"REDRAW       ","R"
MenuItem 0,0,0,3,"QUIT                    ","Q"

MenuTitle 0,1,"MODE"
MenuItem 0,4,1,0,"    DRAW                ","D"
MenuItem 0,2,1,1,"    ADJUST   ","A"
MenuItem 0,2,1,2,"    GROUP    ","G"
MenuItem 0,2,1,3,"    JOIN                ","J"

MenuTitle 0,2,"BLOCKS"
For i=0 To #numshapes
   Handle i,ShapeWidth(i)/2,ShapeHeight(i)
   ShapeItem 0,0,2,i,i
Next

AddIDCMP $10                 ;tell window to report mouse movements (smelly!)

Window 0,0,0,640,512,$1800,"",1,2                               ;dummy window
SetMenu 0                                               ;to attach menu system to

Gosub clearmap:Gosub drawmap:cb=1

BBlitMode $f3a                          ;when doing buffer blits invert colors

; MAIN LOOP IS HERE, HANDLES MENUS, MOUSE BUTTONS AND MOVEMENTS

Repeat
```

update our isometric cursor. The cursor is drawn using a buffer blit so we can move it around the screen without destroying the background bitmap. To calulate where in the 3D world our cursor is positioned I first need to explain some small changes I've made the the co-ordinate system...

## THE NEW MAP FORMAT

The map for our iso game is now a 2D array of .block types. Currently the information stored in a **.block** is the **\btype** and **\bheight** fields.

Carrying on from last issue, the isoblaster game is set on an isometric grid enabling us to use 3 dimensions to escape from the norm of flat 2D horizontal/vertical based games. To calculate the screen position of an object in "3D space" using this perspective involves two simple calculations:

i.
sx = 320 + 16x - 16y

ii.
sy = -160 + 8x + 8y - 4z

I have modified the offsets so now the origin (0,0,0) is way above the top of screen and we need an array of 64 x 64 blocks to cover the entire 640 x 512 bitmap. The clearmap routine sets all blocks to 1 and also means that any blocks outside the bitmap are given a code of -1 meaning they can't be drawn.

The findblock routine must take a screen co-ordinate and work out which block is drawn on the screen. This means that we have values for the sx and sy values (above) and have to calculate x,y and z values. If we let z=0 then we can solve the equation because it has only two unknowns (Oh no, not more maths again Simon!)

Sorry kids, but this has to be the easiest equation to solve as far as unknowns go. If you subtract 2 lots of ii from i you get a value for y and if you add 2 lots of ii to i then you get a function for x. Don't forget we're going to loop through z because we don't know which blocks are at what height until we ask (see .findblock routine).

## USING ISO-ED

The Draw mode means you can change blocks to the current selection by dragging the mouse around the map. The Adjust mode is similar but dragging the mouse lets you alter the height of the block. Things that need adding are of course a decent selection of isometric blocks and extra modes

**Continued overleaf** ☛

## HANDLING INTUITION EVENTS



Mouse was Clicked – $8
Mouse has moved – $10
Gadget has been pressed down – $20
Gadget has been released – $40
Menu selected – $100
Window Has been closed – $200
KeyPress has been detected – $400
Disk Inserted – $1000
Window Activated – $40000
Window DeActivated – $80000

Before opening a Window in Blitz2 you are able to tell the system what Events you will be wanting to hear about from that Window. A more thorough list of events and codes is listed here than we were able to run last month:

Window has been sized – $2
Window has been corrupted – $4

The DefaultIDCMP command can be used to limit the number of events that Windows receive, and must be used before a Window is created using the sum of all codes required. All of the above events, with the exception of those marked, are standard if no DefaultIDCMP or AddIDCMP commands are used before the Window is opened.

## BUFFER BLITS



Once shapes and graphics are loaded by your program, Blitz2 has a number of commands to place them on the screen, all these commands use the Amiga's blitter chip and are hence called the Blit commands. Buffer blits are used for blitting shapes to a bitmap if the bitmap needs to be restored when the blit "moves on". The following commands are used to implement buffer blits:

Buffer Buffer#,MemorySize; allocate memory for a buffer to hold background data.
BBlit Buffer#,Shape#,X,Y; blit a shape to a bitmap storing background in buffer
UnBuffer Buffer#; restore all background regions destroyed by BBlits
BBlitMode BlitCon0; Special control over blitter when used for buffer blits

```
ev.l=WaitEvent
Select ev
  Case $100
    If MenuHit=0 AND ItemHit=0 Then Gosub doload:Gosub drawmap
    If MenuHit=0 AND ItemHit=1 Then Gosub dosave
    If MenuHit=0 AND ItemHit=2 Then Gosub drawmap
    If MenuHit=0 AND ItemHit=3 Then SaveScreen 0,"ram:ty": End
    If MenuHit=1 Then mode=ItemHit
    If MenuHit=2 Then cb=ItemHit
  Case $8
    If mode=0 Then Gosub colorblock
    If mode=1 Then Gosub moveblock
    If mode=2 Then Gosub group
    If mode=3 Then Gosub join
    Gosub drawmap
  Case $10
    Gosub isocursor
End Select
Forever

.group:
  Gosub getxyzxyz                     ;get two points when user drags mouse
  For yy=y To y1:For xx=x To x1       ;then colour them all in the same
    map(xx,yy)\btype=cb
  Next xx,yy:Return

.join:
  Gosub getxyzxyz                     ;get two points from user
  z1=map(x,y)\bheight                 ;work out topleft and botright height
  z2=map(x1,y1)\bheight
  dz=z2-z1:num=(y1-y+1)*(x1-x+1)-1:z1*num
  If num=0 Then Return
  For yy=y To y1:For xx=x To x1       ;adjust height using integer maths
    map(xx,yy)\bheight=z1/num:z1+dz
  Next xx,yy:Return

.getxyzxyz
  Gosub findblock:x1=x:y1=y:z1=z      ;let user drag select two points
  Repeat
    Line !pp{x1,y1,z1}-12,!pp{x,y,z}-12,-1:ev.l=WaitEvent
    Line !pp{x1,y1,z1}-12,!pp{x,y,z}-12,-1:Gosub findblock
  Until ev
  UnBuffer 0
  If x1Then Exchange x1,x
  If y1Then Exchange y1,y
  Return

.isocursor
  Gosub findblock:UnBuffer 0
  If map(x,y)\btype>-1 Then BBlit 0,cb,!px{x,y,z},!py{x,y,z}
  Return

.moveblock
  Gosub findblock
  USEPATH map(x,y)
  If \btype>-1                        ;if block is on bitmap
    cy=!py{x,y,0}                     ;get current height
    Repeat                            ;then let user adjust height
      ev.l=WaitEvent
      z=QLimit((cy-SMouseY)/4,0,16)
      UnBuffer 0:BBlit 0,cb,!px{x,y,z},!py{x,y,z}
    Until ev
    UnBuffer 0:\btype=cb,z
    For i=1 To z:Blit
```

**Continued overleaf** ☛

that allow you to operate on rectangular areas of blocks rather than one at a time. I also want more control of height so you can create pathways that climb then level out with ease. Some more maths could be used for domes and other contours, just remember that blocks with code -1 cannot be changed.

Once again, space constraints mean that I can only deliver a working shell, and the features that make it all happen are left up to those with the inclination to experiment with. If you do come up with some functions for the program please send them in to me. Now that this column has become a regular feature of *Amiga Format* (if I can stop missing those pesky deadlines, that is) there's going to be space on the Coverdisk for a few thousand bytes of good Blitz Basic code, and who knows, you might even get a free Blitz2 package for your efforts...

## PROGRAM STARTUP



**Blitz2 has several commands for controlling the way in which programs start up as well as the way in which they gain access to important system calls which are also sometimes necessary. Also, developers are able to enter a dummy CLI Argument string using the requester found in Ted's compiler options menu. The commands include:**

**WBStartUp: enable compiled programs to be launched from Workbench (you'll also need to get hold of a copy of Blitz2 to create standalone programs!).**

**NumPars: returns number of parameters or tools passed to your program.**
**.Par$(parameter#): returns actual parameter**

**CloseEd: for low memory situations to free up Blitz2 screen when developing.**

**NoCLi: tell Blitz2 not to open open a default CLI when developing code**

**Two other very important and extremely useful commands are the system calls CloseWorkBench_ and OpenWorkBench_ which enable Blitz2 programs to acquire rights to even more of your Amiga's valuable memory.**

## SOUND



**Blitz2 is capable of loading and playing any standard IFF sound sample as well as music modules in both soundtracker and Med formats. The following are some of the commands for accessing these features:**

**To load a sample from disk:** LoadSound Sound#,FileName$
**To play a loaded sample:** Sound Sound#,ChannelMask[,Vol1[,Vol2..]]

**To play a sample directly from disk:** DiskPlay FileName$,ChannelMask
**To load a soundtracker module:** LoadModule Module#,FileName$
**To play a soundtracker module:** PlayModule Module#

**The ChannelMask refers to which of the four Amiga sound channels you wish to use. the four channels have values 1,2,4 and 8. Add the values together to play the sound from more than one channel at once.**

**To play Med modules three commands are required:**
**To load a Med module:** LoadMedModule Med#,FileName$
**To begin playing a Med module:** StartMedModule Med#
**To play a Med module:** PlayMed

**The PlayMed command must be called every 50th of a second for most modules and hence requires slightly more programming than tracker modules:**

```
LoadMedModule 0,"filename"
StartMedModule
While Joyb(0)=0  ;wait for mouse button

VWait

PlayMed
Wend
End
```

**Of course, these are only a few of the many commands available for manipulating sound in Blitz2.**

```
\btype,!px{x,y,i},!py{x,y,i}:Next
    EndIf
    Return

.colorblock
    UnBuffer 0
    Repeat
        ev.l=WaitEvent                      ;let user paint blocks willy nilly
        Gosub findblock                     ;which block are they pointing to
        If map(x,y)\btype>-1                ;is it a legal block
            map(x,y)\btype=cb               ;yes then set and draw
            Blit cb,!px{x,y,z},!py{x,y,z}
        EndIf
    Until ev
    Return

.findblock
    z=16:sx=SMouseX:sy=SMouseY+16+z*4
    Repeat                                  ;loop up from below
        x=Int((sx+sy+sy-0) ASR 5)           ;solve the isometric equation
        y=Int((sy+sy-sx+640) ASR 5)         ;calulating x,y
        If map(x,y)\bheight=z Then Return   ;has below got right height?
        z-1:sy-4                            ;no then loop up
    Until z=-1
    x=0:y=0
    Return

.drawmap:
    Cls
    For x=0 To 63:For y=0 To 63             ;draw from back to front
        b=map(x,y)\btype
        If b>0
            For z=1 To map(x,y)\bheight:Blit b,!px{x,y,z},!py{x,y,z}:Next
        EndIf
    Next y,x
    Return

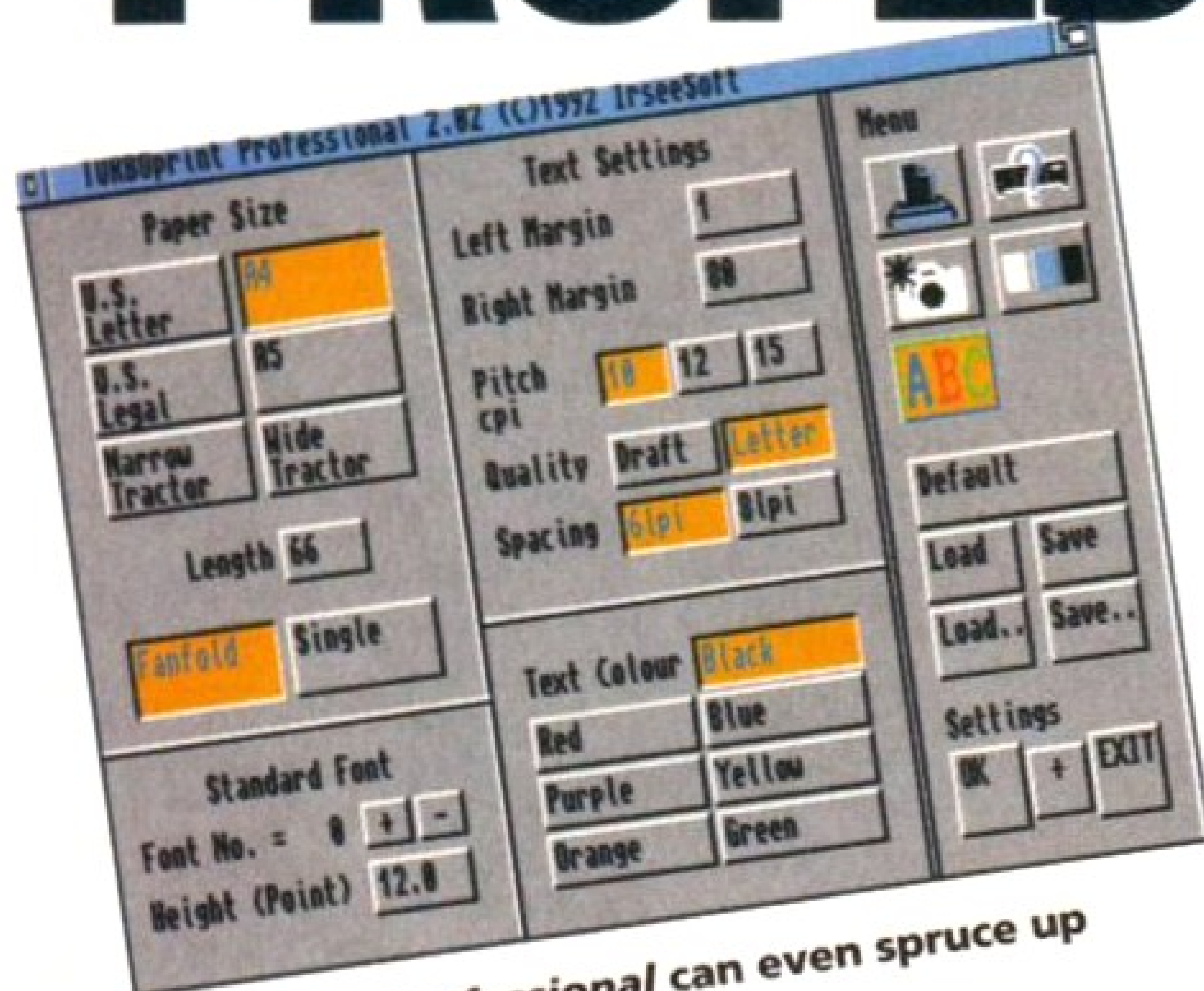
.clearmap           ;if block's completely on bitmap set 1,1 else make illegal
    For x=0 To 63:For y=0 To 63
        If RectsHit(!px{x,y,0},!py{x,y,0},32,32,32,128,640-64,512-128)
            map(x,y)\btype=1,1
        Else
            map(x,y)\btype=-1
        EndIf
    Next y,x
    Return

.doload
    a$=FileRequest$("LOAD MAP",pa$,fi$)                   ;do a file request
    If ReadFile(0,a$)                                     ;if file there
        If Lof(0)=#size Then ReadMem 0,&map(0,0),#size    ;read it into map
        CloseFile 0                                       ;array (raw!)
    EndIf
    Return

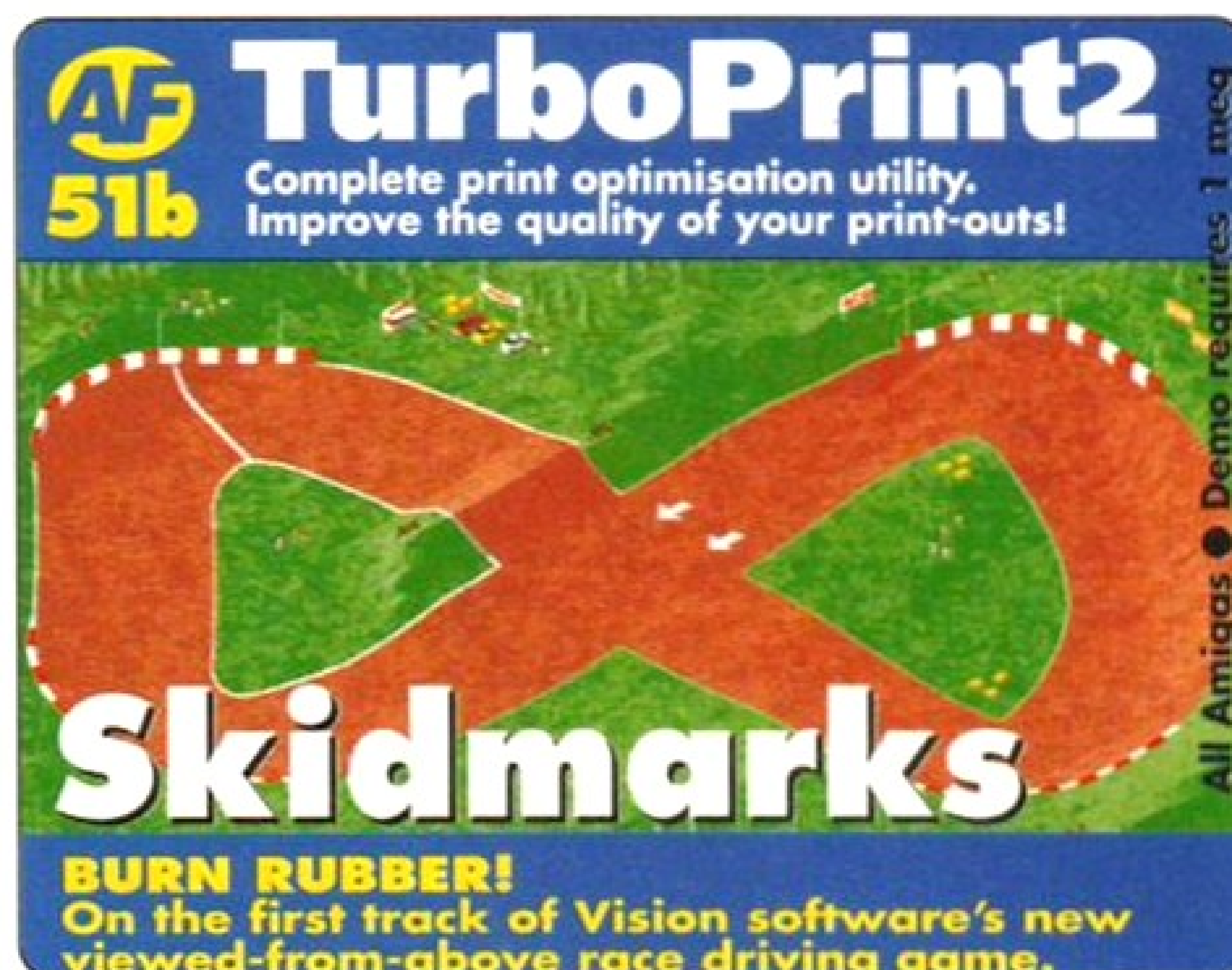
.dosave
    a$=FileRequest$("SAVE MAP",pa$,fi$)
    If WriteFile(0,a$)
        WriteMem 0,&map(0,0),#size:CloseFile 0            ;write array to file raw
    EndIf
    Return
```

SAVE £23!

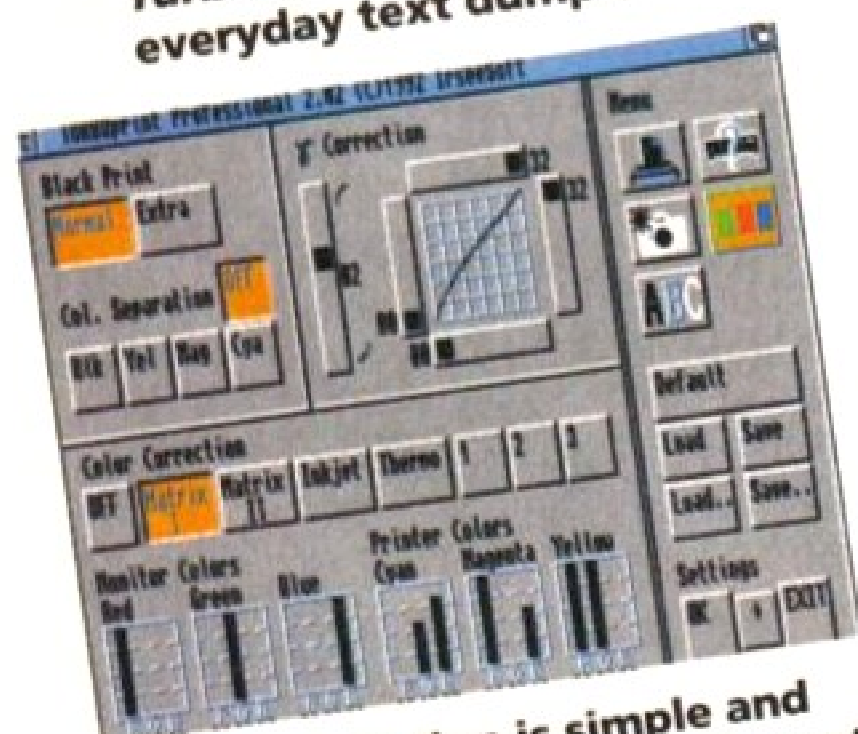
# UPGRADE TO TURBOPRINT PROFESSIONAL 2




*TurboPrint Professional* can even spruce up everyday text dumps.




If you didn't buy *AF 51*, then you missed out on getting a free Coverdisk copy of *TurboPrint 2*. To order your back issue turn to page 176.



Colour correction is simple and effective. Choose from the preset values or adjust it yourself.

## Improve the quality of your printing ...and save over £23!

**YOU'VE SEEN HOW** *TurboPrint* can improve your quality of life (and the quality of your print outs), just imagine how much happier your little plastic pal with a Centronics interface would be if you had the latest version, *TurboPrint Professional*.

Amongst its diverse weaponry for combating printout problems are gamma correction, colour correction, even more dithers, a cunning half-line mode and a lower pin operation mode.

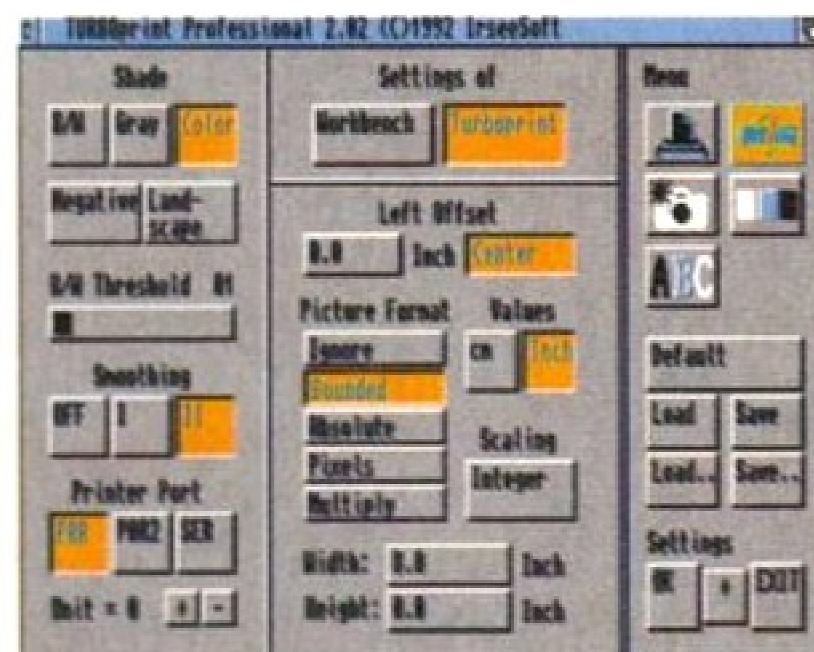
In addition it provides a range of useful and powerful printout options including a 'mirror' option, and a multiple-paged tiled poster option, enabling your printer to create masterpieces up to eight pages high by eight pages wide.

The outstanding control offered on colour correction will allow the smallest of printer characteristics to be altered with a simple-to-use and easy-to-understand system of screen menus. But if you can't understand the menus straight away, don't worry – the program comes with a full and comprehensive 80 page manual detailing ever aspect of *TurboPrint Pro*'s operation.

All in all, it's pretty amazing – but possibly the most amazing thing is that the full software, drivers and manuals have a recommended retail price of just £49.95. But if you order now using the form on the left, you can get your ink-stained hands on the whole lot for just £26.95! Just make out a cheque to Future Publishing Limited and send it to: *TurboPrint* Offer, *Amiga Format*, Future Publishing Limited, Cary Court, Somerton, Somerset TA11 6TB.



Choose from over 30 printer drivers and select a dither pattern.



And you can set preference options from within *TurboPrint Pro*.

Please send me my most excellent copy of *TurboPrint Professional 2*.
I enclose a cheque for £26.95 made payable to:
FUTURE PUBLISHING LIMITED

Name ______________________

Address ______________________

______________________

Post Code ______________ Phone Number ______________

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expiry date ☐☐ ☐☐ cheque ☐ Access ☐ Visa ☐ postal order ☐

ORDER CODE: AMF263

## DRIVERS

*TurboPrint Pro* directly supports and is supplied with printer drivers for all the following machines:

BROTHER
Brother24.m
Brother9.m
CANON
BJ-130_180x180dpi
BJ-130_180x360dpi
BJ-130_360x180dpi
BJ-130_360x360dpi
LBP-4,8III_075x075dpi
LBP-4,8III_100x100dpi
LBP-4,8III_150x150dpi
LBP-4,8III_300x300dpi
LBP-4,8_075x075dpi
LBP-4,8_100x100dpi
LBP-4,8_150x150dpi
LBP-4,8_300x300dpi
LBP-8II_075x075dpi
LBP-8II_100x100dpi
LBP-8II_150x150dpi
LBP-8II_300x300dpi
PJ-1080A_080x080dpi
EPSON
EX|FX|LX.m
GQ3500_100x100dpi
GQ3500_150x150dpi
GQ3500_300x300dpi
LQ|SQxx00.m
LQ|SQxx50.m
FACIT
B3450.m
B3550.m
HP
DeskJet.m
Deskjet500.m
Deskjet500C.m
Deskjet550C.m
DJ500C.m
DJ550C.m
LaserJetII.m
LaserjetIII.m
PaintJetXL_090x090dpi
PaintJetXL_180x180dpi
PaintJet_090x090dpi
PaintJet_180x180dpi
NEC
Pinwriter Px.m
Px.m
OKI
ML294_120x072dpi
ML294_120x144dpi
ML38x.m
ML39x.m
Okimate20std_120x166dpi
Okimate20std_120x174dpi
Okimate20_120x144+dpi
Okimate20_120x144dpi
PANASONIC
KX-P1124.m
KX-P1540.m
KX-P4450.m
SEIKOSHA
1300,5350.m
MP-1300,5350AI.m
OP-105.m
SL-80AI.m
SL-80IP.m
SL-92.m
SP-2000.m
SIEMENS
HiPr4x00.m
PT88,89_060x072dpi
PT88,89_120x072dpi
PT88,89_120x144dpi
PT90_060x060dpi
PT90_120x120dpi
PT90_240x240dpi
STAR
LaserPrinter 8.m
LC-10.m
LC|XB-24.m
LP8.m
NB24.m
CITIZEN
120D+.m
120D.m
Swift24.m
Swift9.m
FUJITSU
DL-1100(LQ2550).m

# *Work*BENCH

**Whatever your problem (as long as it is Amiga-related) we are here to solve it. Scribble down your woes and send them off to us at: Workbench, Amiga Format, 30 Monmouth Street, Bath, Avon BA1 2BW.**



A hard drive is a crucial step towards true oneness with your machine, and the HD8 is a steal at current prices.

## WHY BOTHER?

*From: James Kippase, Burnley, Lancs.*

**I am thinking of buying an HD8 42Mb drive for use with my A500, but I'm not entirely certain what it does. The only thing I know is that you can store games in the memory. Please could you tell me the other features of this device and whether you think it is worth buying one.**

The HD8 is a hard drive. A hard drive is a mass-storage device, which works just like your floppy drive apart from two important things. The first is that it is bigger. A 42Mb drive will be able to store 50 times more than a normal floppy disk, all in the same place without having to change disks. This also means that you can install software, so that multi-disk games or applications can run off the hard disk without any need to swap disks.

The second advantage is speed. Hard drives are a lot faster, with transfer rates of about 1,250,000 bytes per second as opposed to about 23,000 on a floppy drive. Not all games will work directly from a hard disk, although most modern multiple-disk games can be installed in some way or another. A hard disk is most useful for applications software and using Workbench.

At the moment the HD8 is a bit of a bargain (you should be able to pick one up for £199, try Silica on 081-309 1111) but it won't last that long, so if you can afford the cash I'd buy now!

## DRIVE DILEMMA

*From: Ben Durrant, Harwich, Essex.*

**I write to you in the hope that you can solve a rather serious problem concerning a hard drive I use with my A1200. Basically, when I save information to the drive it gets as far as the 170th kilobyte and then the data is corrupted and some extra information is added to the end of the file. As a result all of my programs which exceed 170K are either corrupt or refuse to run.**

**Is there any fault with the drive or am I just doing something wrong? I have a fair amount of knowledge of AmigaDos and I've tried absolutely everything. Please help.**

Hmmm, this is a bit tricky. The symptoms you describe immediately say to me cabling problems. Did you install the drive yourself? Did you use the right cable? It is certainly worth getting in touch with the company who supplied you with the drive to check that you have cabled it correctly.There isn't usually a problem because the Amiga's interface uses the same cable as found on some portable PCs.

It doesn't sound like a physical drive defect, which may affect one program, but it would be a very bizarre physical error that would cause all

**Continued overleaf ☛**

## IF YOU HAVE A QUERY...



Nick Veitch

At *Amiga Format* we aim to answer as many questions as we possibly can every month, and hopefully to sort out all your problems. Of course there are always more questions than answers, so we have to prioritise queries according to the following factors:

- Frequency. If a lot of people seem to be having problems with their Supersonic KY3000 printers then we will print one letter and the definitive answer, encompassing all the most frequently posed problems.
- Difficulty. If the problem is actually something which only someone with some insider technical knowledge would be able to solve, it is more likely to be answered in these pages than a problem which arises simply because you haven't read the necessary documentation.
- Impact. Quite simply, a question which involves you not being able to use your machine or some peripheral or software at all will be given a higher priority over a difficulty which is little more than a slight inconvenience.

Unlike some magazines we won't just concentrate on the areas of expertise we are most familiar with, we will take on any problem (as long as there is an Amiga involved in it). We have even enlisted the help of Commodore's Chief Engineer for those particularly tricky questions. As you can understand, we do get a lot of questions. If you want to get yours noticed, here are a few tips:

DO

- Be concise.
- Detail as best you can the actual problem.
- Where applicable, describe the sequence of events that caused the problem.
- Give details of the equipment you are using (including which version of Workbench you are using and which model of Amiga you have).
- Make sure your question is relevant, and wouldn't be more easily solved by the dealer you bought the goods from.

DON'T

- Tell us all about your aunty Ethel for three pages and then explain your problem.
- Write in with questions like "I added a hard-drive to my machine and it doesn't work – what should I do". (Which machine? Which drive?)
- Send an SAE expecting a personal reply. The chances are extremely slim.

Please bear these points in mind and remember that we are trying our best to help you.

## UPGRADE WORRIES

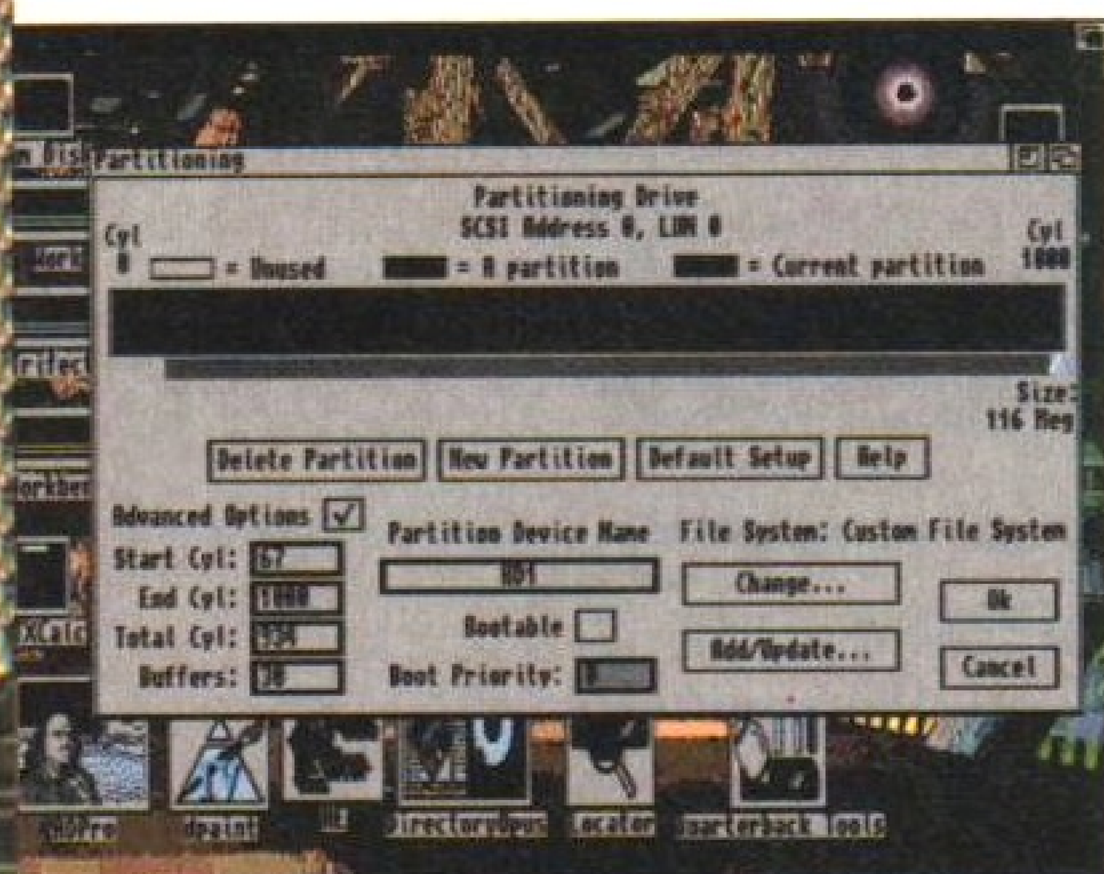



If you want answers about the new $CD^{32}$, then read on...

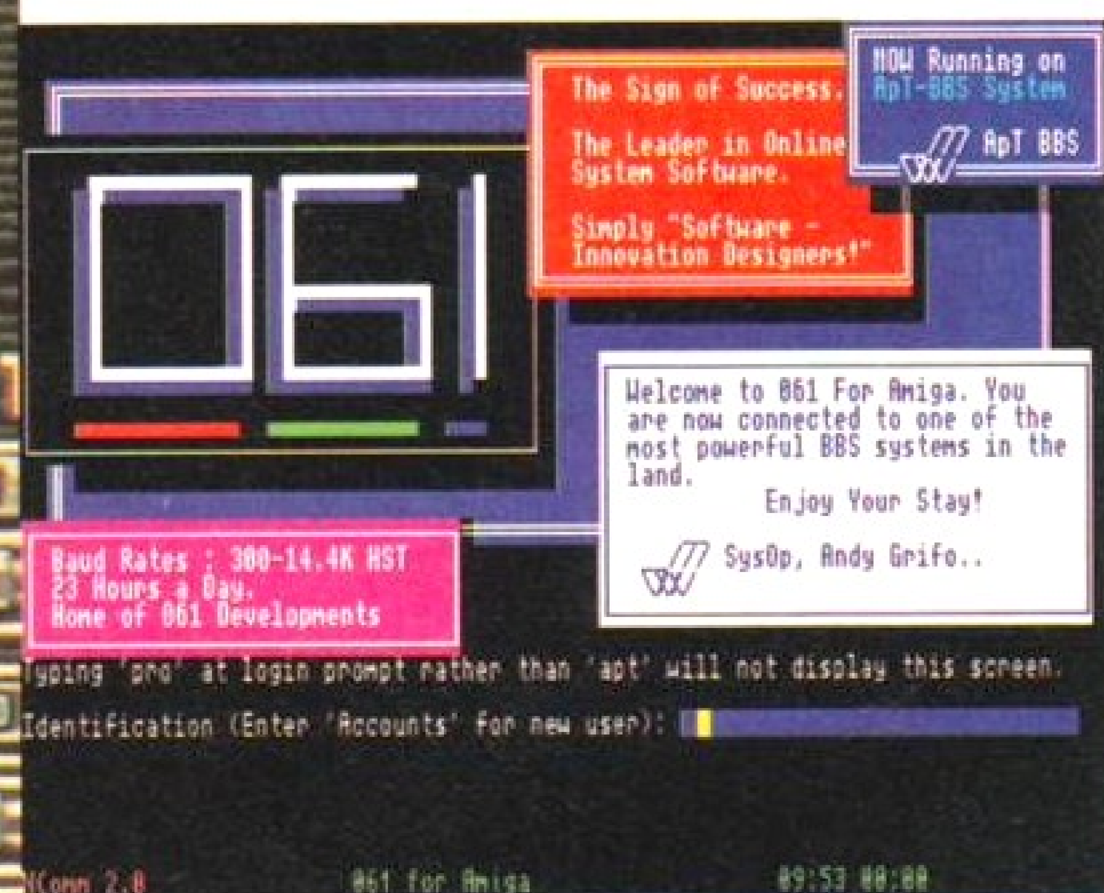
*From: Paul Jordan, Sheffield.*

I am intending to add a RAM expansion to my A1200, and possibly an accelerator as well. The trouble is that I would also like to get the CD upgrade when it appears, so I wonder if you could answer these questions:
1. Is the Commodore CD-ROM drive going to use the trapdoor expansion? If so, will it have a through port to allow other devices to be attached?
2. Is the drive going to have a custom controller or will it be a plain SCSI drive?
3. If there is no through port on the CD drive, will EMC's trapdoor doubler allow me to use both the CD and an accelerator?
4. Will the AKIKO chip be included with the CD interface?
5. Will the A520 modulator work with the A1200. The internal one seems to be rather poor quality?

There are some good questions there, let's see if I can come up with some good answers.
1. It would be a little too much to expect the trapdoor CD drive to have a through port because you won't have much trapdoor left to put anything in.
2. To fully emulate the $CD^{32}$, the device will have to be of a custom design. This does not mean that you won't be able to access standard ISO9660 CD-ROM disks with it, but access may be restricted.
3. Having not used it in conjunction with the devices in question (mainly because one of them doesn't exist yet), it is a little difficult to say. It seems likely that it would, but under true $CD^{32}$ emulation the faster processor may not function to its limits and the RAM will not be of any great use.
4. Yes.
5. Yes, the A520 will work with any Amiga, it simply connects to the RGB port. However, the A520 is not the world's most perfect modulator either, and it may be difficult to get hold of now that it is redundant.




*HDToolbox*, which is provided with Workbench 2 and over, may not save your life as such, but it could certainly save your data.




When you buy a modem the world of comms and instant access PD software opens up before you, but only if you know what you are doing.

data on files over 170K to become corrupt. However, a cabling error would more than likely have shown up when you tried to format the drive in the first place – unless it arrived pre-formatted. In this case, I suggest you get out *HDToolbox* and reformat it (a low-level format shouldn't be necessary). Either that or send it back.

## BOOT ME

*From: Jurgen Borg, Naxxan, Malta.*

**I have written several programs in AmigaBasic. Now I would like to put them on a self-booting disk. I know that to do this I need to write a sort of script program with AmigaDos, however I don't know what to write. Could you please tell me what I need to do?**

For a disk to boot, all that you need to do is install it and give it a startup-sequence. To install the disk just type the following:

```
Install NAME:
```

where NAME is the name of your disk. Next you have to create a new directory on the disk called 's' and then create a file in that directory called 'startup-sequence'.

The startup-sequence is just an ASCII file containing a list of AmigaDOS instructions that will be executed when the disk boots up. If you wanted to automatically load *AmigaBasic* for example, your startup-sequence might simply read:

```
AmigaBasic
```

Presuming the *AmigaBasic* program is on the disk, it will run automatically and you can load in the programs you want.

## MODEM LINKS

*From: Jamie Dickenson, Monkbretton, Barnsley.*

**I have recently acquired a DSL 2123 dual standard modem and I would be grateful if you could answer the following questions.**

**1. How is it possible to find a BBS in your local area (to save on the phone bills)?**

**2. Is it possible to find out if a BBS is on a premium rate or a normal phone line?**

**3. Could you please explain what happens and what you have to do when you actually get online.**

OK then. The best way to find out about local bulletin boards is to contact any board and post a message asking about BBS systems running in your area. Most boards are part of a mail network such as Fidonet, and will have details on many other BBS systems throughout the country and quite often, throughout other countries too.

With very rare exceptions, bulletin boards in this country tend to be run by (reasonably) normal people from home. They tend to use the standard phone lines, because installing an 0898 number would be much too expensive and nobody would call them up.

The only additional costs are when you subscribe for access rights to a major board or network such as CiX or Compuserve. In these cases you will be billed separately by the company concerned for the time you have spent on-line, but the charges will be explained to you if you attempt to join one of these services.

When connected to a BBS, your computer just acts like a terminal. What you type in is sent to the host system, and what it sends you back is displayed as text on your screen. Normally when you first log on to a BBS system you will have to 'fill in'

# AMOS ANSWERS

**THIS MONTH I have received an unprecedented number of letters asking me to explain all sorts of strange error messages. You know who you are – so I have decided to give you as complete a list as I possible can of all the nasty messages which you are likely to come across using Amos and Easy Amos. Here they all are then, with the error code numbers associated with them in brackets:**

**(25) Address error.** This happens because you cannot access odd-numbered memory addresses with the Deek, Leek, Doke or Loke commands. They must always be even.

**(28) Array already dimensioned.** You have tried to use an array with the DIM command that has been DIMed once already. Don't do it again.

**(30) Bad IFF format.** You can only load proper IFF screen files into memory. Check that the file you are trying to load hasn't been crunched.

**(35) Bank already reserved.** You have tried to create a memory bank that already exists.

**(36) Bank not reserved.** You are trying to access a memory bank which you have not yet reserved. This can result from trying to select a bank or from using commands such as SAMPLAY.

**(65) Block Not Found.** You cannot use a block until you have defined it . You need to use GET-BLOCK first.

**(68) Bob not defined.** You can't use any of the BOB commands, like PASTE, without defining the BOB first.

**(32) Can't fit picture in current screen.** You are trying to load a picture into a screen which isn't big enough. Try loading into a new screen with: LOAD IFF "picture"n, where n is 0 to 7 and AMOS will automatically select the correct screen size.

**(4) Can't resume to a label.** You can't use the RESUME label inside an error procedure.

**(86) Device not available.** You have tried to access a device which the Amiga currently can't find. This can happen if you take disks out when the program is not expecting it.

**(85) Directory not empty.** You may only delete directories that still contain files by using KILL.

**(80) Directory not found.** The directory you are trying to access isn't there after all.

**(88) Disk full.** Guess what?

**(83) Disk not validated.** The Amiga is having some problems with the disk you are trying to use. Try accessing the data from Workbench just to check that it is working properly.

**(84) Disk is write-protected.** The little plastic tab on your disk is not covering the hole.

**(20) Division by zero.** Without going into non-euclidian space, and discussing aleph null, it is impossible to divide any number by zero.

**(100) End of file.** You have tried to read data from a file which has no more data. Use the EOF command to check when this is going to happen.

**(10) End of program.** AMOS has reached the end of the program.

**(3) Error not resumed.** See below.

**(8) Error procedure must RESUME to end.** You have exited an error handling procedure without using the RESUME command.

**(0) Out of stack space.** After about 50 recursions, the stack may get clogged up. Try not to nest too many PROC calls or GOSUBs.

**(79) File already exists.** You can't RENAME a file to be the same as a file that currently exists.

**(97) File already opened.** You cannot open a file more than once. Well, you can try, but then you get this message.

a registration, simply by answering the questions which appear on your screen.

## QUICK FIX

*From: Chi-pa Choi, Waterlooville, Hants.*

**At the end of last year I discovered that my Quickshot Maverick 1 joystick for the Amiga could operate as a two-button joystick when put on the 'D' setting (that is not the setting given in the instructions). It seems to work fine, but will this damage my computer in any way?**

If it isn't broken by now, it is unlikely to break in the future. Generally it isn't a good idea to fiddle about with non-Amiga settings on things like mice and joysticks. Although there aren't any machines that I can think of which would have a vastly different mouse port, there is potential (I don't think that's an intentional pun) there for a connection that would short out the positive and ground connections which could be nasty.

## NOSTALGIA TRIP

*From: Leslie Stewart, Jarrow, Tyne and Wear.*

**Before I bought my A600 last Christmas I had a Spectrum +3. As mad as it may sound, I would still like to play some of my old games. I have a Spectrum emulator and some disks of games from a PD company, but I want to play my games. How can I access my original disks?**

There is no way of using your 3-inch disks on the Amiga, unless your emulator includes a device driver for a 3-inch drive and the drive itself. The only way to transfer the software is by somehow transferring the data from these disks to the Amiga. Theoretically you could do this via a serial link between the two machines, sending the contents of the disk from the Speccy as a binary file, but many games have heavy copy protection so this won't be that easy unless you have detailed knowledge of Z80 machine code.

Probably your best bet is to get in touch with the people who wrote the emulator and tell them what games you have. Although still strictly copyrighted, many of the games you have were published by companies that no longer exist, and if you are not going to actually distribute them to anyone else there should be no problem (but don't tell anyone I said that).

## LEW'S CORNER



Lew Eggebrecht, Commodore's chief of Engineering.

*From John Kavotnik, Basildon, Essex.*

**I have heard that the CD32 emulator for the A1200 will be a trapdoor expansion. Will I be able to use it in conjunction with the A1230 which I am thinking of getting.**

**Also, will the CD expansion provide a full emulation of all CD32 software? I have heard that the card will not include the Akiko chip and that this will be emulated in software – won't this be a bit too slow to run the software properly, in particular because many games will want to make use of the chunky to planar graphic conversion?**

**Please help as I am unsure whether I would be better off selling my A1200 and getting a CD32 instead.**

**LEW SAYS:**

As you are aware the Amiga1200 has room for only one expansion board in the trapdoor space. The CD-ROM drive we are planning for the A1200 will use this slot. Therefore other expansion boards cannot be used. The adaptor will contain the Akiko chip and this will fully support all CD32 software, including software which uses the chunky pixel to bitplane hardware in the Akiko.

## IN SYNC

*From: R Moffat, Coalisland, N Ireland.*

**I have acquired by various means a PC VGA monitor which I would very much like to use with my Amiga. Unfortunately the connector is of a type that is much smaller than the Amiga's RGB connector. Is there any way of converting this? Also, I have been told that I won't be able to use low resolution images with this. Is this true?**

If your monitor is VGA-only then it will only sync at the higher screen rates, which basically means you can't use it to display normal low-res screens. But Workbench has a way around this. By using the VGA-only program with Workbench 3, mode promotion is engaged which attempts to display all screens in a VGA-compatible signal. This will only work if you can go through Workbench first, though, so many games will not be able to run on a VGA monitor although all your applications software should be fine

The connection problem is easy. Commodore produce a convertor for use with the A4000 (although it works on any Amiga) which should be available from any Amiga dealer. Why not try contacting Silica on 081-309 1111.

**Continued overleaf ☛**

**(95) File format not recognised.** The LOAD command can only be used with proper AMOS files. You need to use BLOAD for other file types.
**((91) File is protected against reading.** The file is read-protected, see below.
**(90) File is write-protected.** The write-protect flag is set on the file you are trying to alter. You can use PROTECT from AmigaDOS to change this.
**(97) File not opened.** You must OPEN IN, OPEN OUT or APPEND a file before you can read or write data to it.
**(98) File type mismatch.** You have used a command that will not accept the data from the current file.
**(52) Flash declaration error.** There is a mistake in the string which defines your FLASH command.
**(37) Fonts not examined.** You have to use GET FONTS before you can use SET FONT.
**(94) I/O error.** There is a read/write error on your disk.
**(31) IFF compression not recognised.** The IFF file that you are trying to load is not being recognised. Try loading the offending file into *Deluxe Paint* and then saving it out again.
**(66) Illegal block parameters.** You have incorrectly specified the paramaters for a GET BLOCK or PUT BLOCK command.
**(23) Illegal function call.** You have entered values which are not permissible for the particular AMOS command.
**(49) Illegal number of colours.** You are trying to use more colours than you specified with the SCREEN OPEN command.
**(48) Illegal screen parameter.** The minimum screen size is 32 x 8 pixels.
**(99) Input too long.** You have tried to input more than 1024 characters using INPUT#.
**(40) Label not defined.** You have referred to a label which has not been correctly defined.
**(5) No ON ERROR PROC before this instruction.** You can only use RESUME after an ON ERROR PROC command.
**(41) No data after this label.** When using the RESTORE command, no DATA was found on the line specified or any subsequent lines.
**(93) No disc in drive.** Guess!
**(73) No zone defined.** You need to RESERVE ZONE before you can use SET ZONE.
**(27) Non dimensioned array.** You are trying to refer to a variable as an array, but it hasn't been DIMed yet.
**(92) Not an AmigaDOS disk.** Essentially the same as a Workbench "not a DOS disk" message, except with a different spelling.
**(68) Out of Beer.** You didn't have enough Guinness at lunchtime. A very serious error.
**(33) Out of data.** You have tried to use the READ command more times than you have actual data in DATA statements.
**(24) Out of memory.** Your Amiga thinks you have run out of memory. If you think you haven't, this could be a result of garbage filling up the RAM. The best way to get around this is by saving the program, exiting AMOS and then loading up the program again.
**(11) Out of variable space.** Normally there is 8K set aside for variables, but this may not be enough. You can increase the amount available to you by using the SET BUFFER command at the beginning of your program.
**(29) Overflow.** Your sum is too big for an AMOS variable to deal with.
**(9) Program interrupted.** This isn't really an error, it is just to let you know that you have pressed control-C which halts the program.
**(1) Return without Gosub.** The program has come across a RETURN, but doesn't remember ever having got a GOSUB command
**(75) Rainbow not defined.** Before trying to use a rainbow, it best to set it up with the SET RAINBOW command first.
**(6) Resume label not defined.** You have specified a label in a RESUME statement that doesn't exist.
**(7) Resume without error.** Unless an error has occurred, there is nothing for the RESUME command to do.
**(69) Screen already double-buffered:** There is no point using the DOUBLE BUFFER more than once on a screen.
**(47) Screen not opened.** You have tried to access a screen which you have not yet opened.
**(51) Too many colours in flash.** You can only have up to 16 colours in a FLASH command.
**(34) Type mismatch.** You have assigned an illegal value to a variable.
**(50) Valid screen numbers range from 0 to 7.** Guess what, you can only have eight screens open at once Mr Greedy.
**(61) 256 characters for a wave.** Audio waves can only be generated by a list of 256 bytes, no more, no less.

**That should do it for this month. Keep sending in your queries and I'll try to get through as many of them as possible. Until next time, happy coding.**

# ATTENTION!

## COMMODORE & AMIGA END USERS & DEALERS

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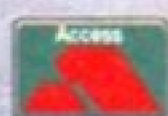
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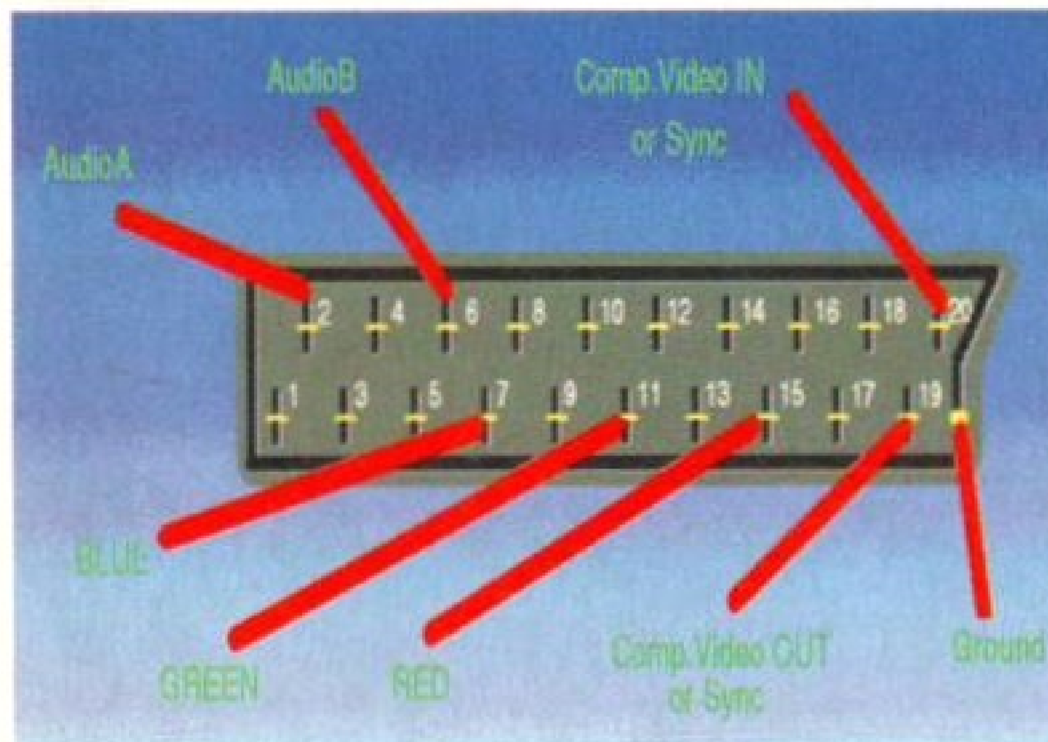
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The absolute final and last ever SCART diagram that will appear in these pages (well, this month anyway). Note possible dual purpose pins 19 and 20.

## SCART ATTACK

*From: Mark Bradley, Brierley Hill, West Midlands.*

**I have recently bought a SCART socketed 14-inch TV only to find that it has a non-standard SCART socket so that a standard SCART lead just produces a rolling picture on my screen. Can you tell me the connections that need to be made so that I can make up a cable, because it is very annoying to have to use the UHF output.**

I don't really see the point in a non-standard SCART socket myself. The whole point is that the connections are standardised. Are you sure that the TV is capable of displaying the signal you are sending? If it uses RGB you are laughing, as this just connects to the 23-way D socket on the back of the Amiga.

However, it may be that the TV can only accept a composite input, which would mean using the phono socket for composite output which is built in to the modulator. The diagram above shows the correct SCART connections for you and everyone else who is always asking about them. Note that this is now version 3 of the diagram, which includes the composite in and out pins. I have shown both because most SCART to SCART leads swap pins 19 and 20 around, so you may wish to connect your output to pin 19 rather than 20. These pins are also used for the sync signal when using RGB.

## MONO VIDEO

*From: R Bevan, Atherstone, Warwickshire.*

**Following a letter in *Amiga Format* 50 about transferring graphics on to videotape, I've tried this by connecting a phono lead from the Video Out of the 520 unit to the Video In on my VCR. It works, and the picture is OK, but the colours are a lot duller than they appeared on my monitor.**

**Also, when the recorded picture is in any mode other than 'play' the picture seems to lose all colour. Would using a genlock directly connected to the Amiga RGB port improve the output, even if I didn't use it to overlay graphics?**

The reason you are losing colour is that the A520 modulator does a fairly pitiful job. If you connected the composite output to a vectorscope you would be horrified. Connecting up the Amiga via a genlock should give a better result, assuming you used a decent genlock. You can get RGB to composite transcoders to do the job, but they are expensive. There are replacement modulators for sale but don't buy until you see a review in *AF!*

**Continued overleaf**

# *In depth explanation*
# HARD DRIVES



**There is one single peripheral which will totally transform the way you use your Amiga. That device is a hard disk drive, and here are 16 jolly interesting things you may or may not have known about them.**

**1** There are two main types of hard drives for the Amiga – SCSI and IDE.

**2** SCSI drives have intelligent interfaces which means they rely much less on the host computer to tell them what to do. This means that they are quite fast, but also makes the interface a bit more expensive.

**3** IDE drives are slower because the host computer's CPU has to do some of the work in reading and writing to the disk. They are cheaper though.

**4** The SCSI interface is much more versatile than the IDE. As well as disk drives, various other devices such as magneto-optical disks, tape streamers, scanners and CD drives can be added on to a SCSI bus.

**5** In general up to seven SCSI devices can be added to a single SCSI interface, by daisy chaining the devices. Usually only three devices can be added to an IDE interface.

**6** The A1200 and A600 both have a built-in IDE interface, which means that you only need to buy an IDE mechanism and the correct cable to add a drive to these machines.

**7** The A4000 also has an IDE interface and an IDE drive installed. Commodore have configured the driver for this interface so that it treats the drive as a SCSI device (for better software compatibility) but this does not mean that you can add SCSI devices directly to this interface.

**8** The most popular external drive for the A500/A500+ was the GVP HD8+, which was a SCSI drive. This drive also enabled the user to add extra memory.

**9** Commodore produced their own hard drive for the A500, which was imaginatively called the A590. This also allowed extra memory to be added,. Although the drive had a SCSI interface it was quite slow because it actually contained a modified XT drive.

**11** Hard drives can be partitioned, which means that although you may only have one physical device, it can be treated as a number of different drives by your Amiga. This is very useful when you have a large disk (otherwise it could take an age to load directories).

**12** Partitioning drives is also useful, especially in the unfortunate event of something nasty going wrong. If a faulty program or unexpected guru incident destroys all the data on one partition, the other partitions will most probably still be useable.

It is a good idea to get some sort of hard disk utility when you get a hard drive. *Ami-back Tools* or *Quarterback Tools* are very good.

**13** Data is stored on hard drives in more or less the same way as on floppy disks, except obviously there is a lot more of it. This is where the new filing systems such as *FFS* and *Directory Cache* really make a difference.

**14** Size is always an issue when it comes to hard-drives. Basically you should get the biggest one you can afford. Show me an Amiga user whose hard drive is less than 80 per cent full, and I'll show you someone who hasn't actually connected it up to their Amiga yet.

**15** The new SCSI 2 interface will allow data transfer of up to 5.5Mb of information per second – that's nearly six floppies in the less than the blink of an eye.

**16** Although much slower, magneto optical devices are favoured by some because they use reasonable cheap removable media – this makes them much cheaper when considering large volumes of storage and also means that you can bung 128Mb in the post!



A sound sampler is a device which analyses analogue sound signals and converts them into digital data which can then be manipulated or reproduced by your Amiga.

## SAMPLE SOURCES

*From: Adnan Mussad, Rochdale, Manchester.*

**I am very keen on music and I am considering getting hold of a sound sampler such as Technosound Turbo. What sort of devices can it be connected to in order to sample sounds? Is a sampler different from a MIDI interface?**

Most samplers enable you to sample from a one-volt peak-to-peak audio source, such as those found on the 'line Out' sockets of amplifiers, tape decks and CD players. You will not be able to connect it directly to a normal microphone – the signal will have to be amplified first.

MIDI stands for Musical Instrument Digital Interface, and a MIDI interface for the Amiga will enable you to control external MIDI keyboards and other MIDI devices. It does not actually send or receive any sound data, it just controls information. A MIDI interface is entirely separate from a sound sampler, although Microdeal produce a combined unit.

## MEMORY MADNESS

*From: Tim Jenner, Bromley, Kent.*

**I have recently purchased a 52Mb GVP hard disk for my 1Mb A500. I really need some more memory for *DPaint IV* and I am looking at the drive's SIMM capacity. My RSL Clock utility tells me that I have about half as much fast memory as chip memory available, so is the fast memory being used for my extra drive and the hard disk as well, or for the programs I have run at startup (*VirusChecker* and *RSL Clock*)?**

**I have also noticed that when loading *DPaint* the program seems to be loaded into fast memory, but switches to chip memory when the available fast RAM is at about 2K. Does this mean that *DPaint* will utilise extra fast RAM in addition to my present chip memory? Can I install just 1Mb of RAM into the hard disk for now?**

Everything to do with your computer uses memory. The drives use memory as a buffer to regulate increases in the speed of data flow. The utilities you run obviously use memory as well. There are three types of memory when it comes to programs and devices: chip, fast and public. Public memory is a sort of 'don't care' memory, so when a program requests it AmigaDOS just assigns whichever type of memory it reckons it can do without.

*DPaint* likes to use chip RAM for its screens and brushes. It does need some space for the actual program code as well, so it tries to use fast RAM for this wherever possible, as most other programs will. Virtually every program will be able to use extra fast RAM, but note that the size and number of screens available in DPaint are controlled by the amount of chip RAM you have.

You don't say which drive you have, but the answer to your SIMM question is most likely to be no. There are addressing difficulties which make it electronically complicated to use odd numbered amounts of memory (although some interfaces can handle 1Mb).

# To the point...

**Q What is a macro?**

**A** A macro is a recorded sequence of commands which are stored by a program for later execution. This can save a lot of time or, with complicated commands, an awful lot of page turning in the manual. Many programs now support macros through the use of an ARexx interface, since ARexx has become an integral part of the Amiga's operating system.

**Q Can you connect a CD32 to a SCART TV?**

**A** Yes you can. But you will need the correct cable which will be one with a SCART cable at one end (obviously) and three phono cables at the other. These will connect to the composite video output and the left and right audio channels from the CD32. If your TV is not stereo, don't worry because it will almost certainly have an internal mixer for stereo input.

**Q When using *TurboPrint* my virus checker warns me that something is trying to alter my capture vectors. Is this bad?**

**A** No, it's good. It means that your virus checker is doing its job properly. It also means that *TurboPrint* is attempting to become memory resident so that all your preferences and the program itself will be available after a warm reset. There is nothing to worry about, although you may wish to stop *TurboPrint* from doing this by toggling the 'Memory Resident' option on the *TurboPrint* preferences screen, just to be sure. If your *TurboPrint* is run at startup there is no real advantage in having it stay in memory after a reset.

**Q Will the CD32 expansion for the A1200 be compatible with other formats like CD-i, Mac-CD, CDTV, CD-G and so on?**

**A** Yes and no. Treating the device as a standard ISO9660 CD drive, it will be able to access data from any disk which conforms to this standard, including CDs for the PC and the Apple Macintosh. This does not mean that an A1200 will be able to run software intended for these machines, just like being able to access PC disks via CrossDos doesn't mean that you will be able to run PC applications from floppy.

However, you can access data via these devices. Specific format emulations which will certainly be supported are CD-G, CDTV (although not all software will work) and possibly Photo CD.

You must understand that machines like the Philip's CD-i run on different processors and different operating systems. The PC can't run Amiga software, the CD-i can't run Mac software, and the CD32 can't run CD-i software.

**Q Are there any hardware emulators for the A1200?**

**A** Assuming you mean PC emulators, the answer is no, at least not yet. Some software emulators, such as PC Task reviewed in last month's issue, will work on the A1200, but there is no trapdoor PC emulator yet.

To be fair, it may be a while before one becomes available as the cost of developing one is so great that such a device could not be sold at a realistic price in this country. The only hope is that some nice American company develops one for their home market and some nice distributor imports it to the UK.

**Q What is fragmentation?**

**A** When you have a new disk (either a floppy or a hard disk) with nothing on, AmigaDos can save all your files as continuous blocks of data. But when the disk begins to fill up, it may not be possible to find a free sequence of blocks big enough to save a file in. When this happens AmigaDOS will split the file up so that parts of it are in different places on the disk. This makes no difference to the information in the file, but it does mean that it will take longer for the data to be read from the disk, as the head has to go backwards and forwards to find all the different blocks.

The chief fragmentation culprits are files which gradually get bigger, like word processing documents, database records and the suchlike. Because these files get a bit bigger, they no longer fit in to their original holes, so when the data is saved a little bit will be stored somewhere else.

This soon clutters up the disk and you could notice anything up to a 50 per cent decrease in access speed. The only solution to this problem is to reorganise your disk space more efficiently. Programs such as *ReOrg* and *Quarterback Tools* can 'rationalise' the usage of your disk space and make it work faster again.

## THE TICKET FOR LIBRARIES

*From: Jane DiFlaviani, Stockport, Cheshire.*

**I am trying to learn 'C' as part of my computer studies course, but I am having a bit of trouble when it comes to using the library functions (it doesn't help matters that the course is designed for PC users). Could you please simply explain to me how I should go about opening and closing an Amiga library ?**

Anything for a DiFlaviani. The most likely library you will want to use is Intuition (if you are writing nice Amiga friendly code). And here is how you should do it:

```
struct IntuitionBase *IntuitionBase ;
IntuitionBase = (struct Intuition Base
* ) OpenLibrary
("intuition.library",0);
If (intuitionBase == NULL ) exit()
;/*couldn't find it*/
....
....
CloseLibrary (IntuitionBase);
```

And that's all there is to it. If you really want to learn how to program in C for the Amiga, I would recommend that you get hold of a copy of the rather excellent C Manual by Anders Bjerrin, which is on a set of disks complete with examples and it's in the Public Domain, so its not going to cost you a fortune.

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| Resident Bit-Mapped Fonts | 10 | 14 | 2 | 14 | 14 |
| AGFA Intellifont Scaleable Font Technology | - | YES | - | YES | YES |
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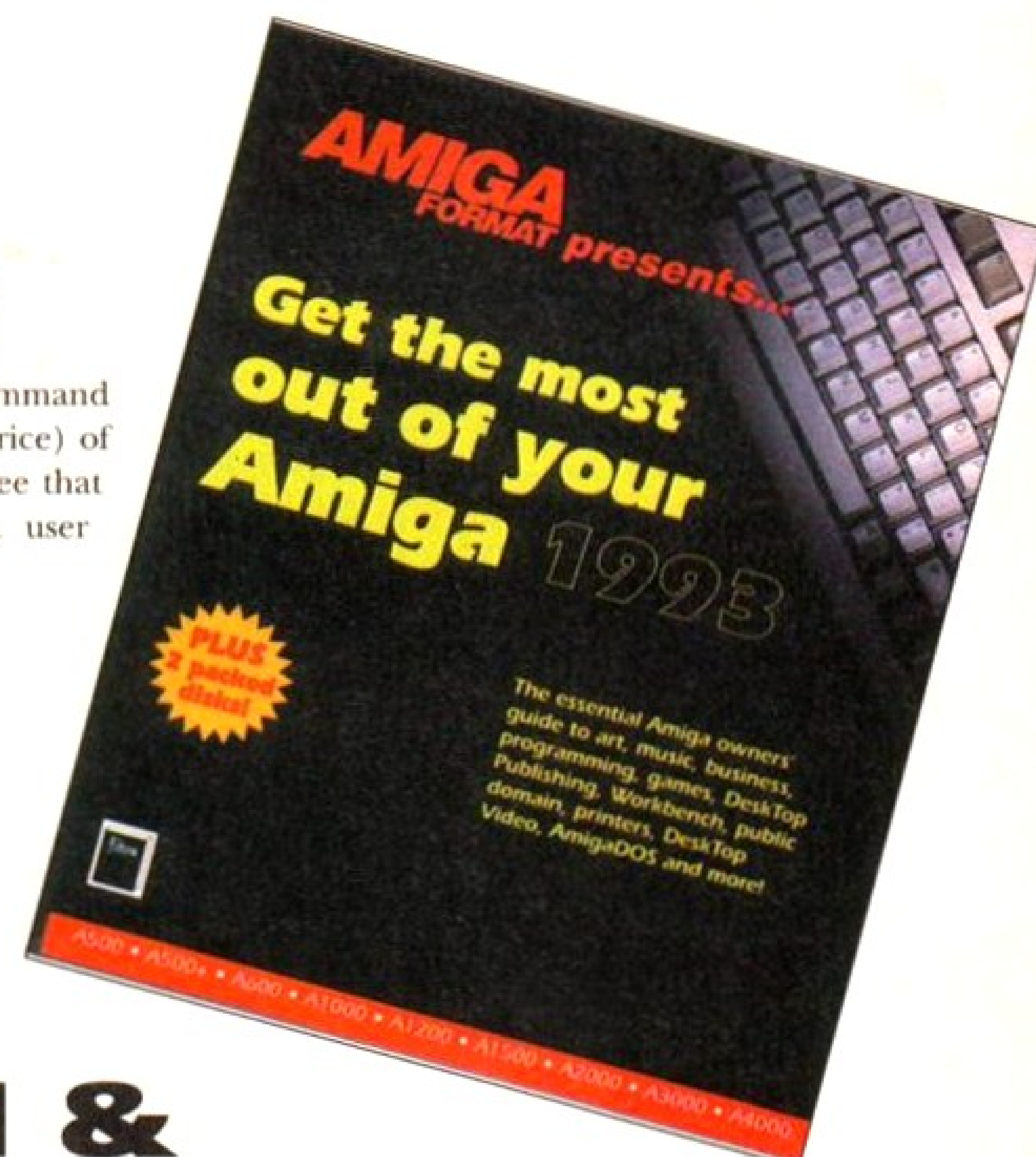
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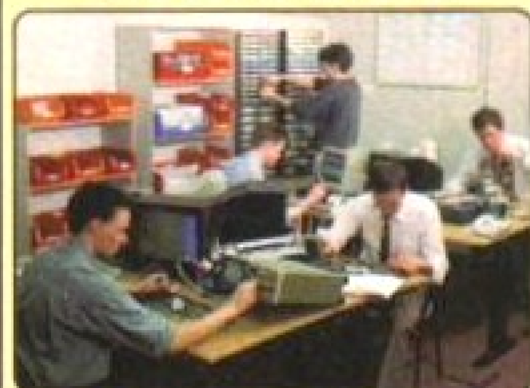
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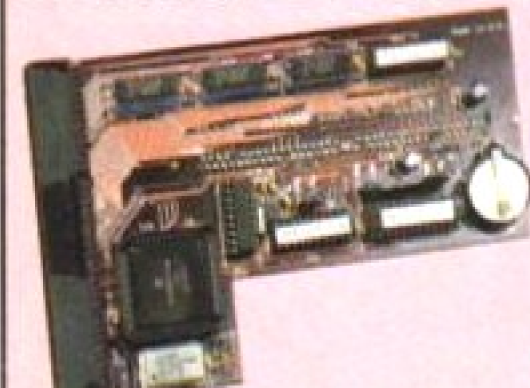
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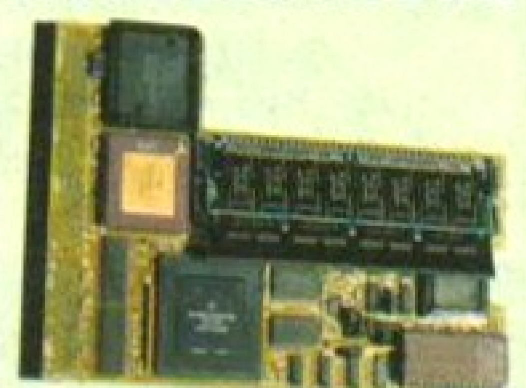
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## A WORD FROM THE ED



Pirates! There's not a day when we don't get a handful of letters taking one side or other of the great copied software debate! But recently there has been a change in the tone of these letters. Whereas once they were all of the "games are too expensive so it is all right to pirate" variety. We are now getting a lot of letters from ex-pirates who have changed their ways. We salute each and every one of you.

Our attitude to piracy isn't a goody-goody sanctimonious one. We don't disagree with piracy because we're stringent law abiders, nor do we disdain pirates because we think games don't cost too much. We just want piracy to stop because it seriously threatens the production of future games on the Amiga. We don't want to see all the best programmers developing for the PC or the Japanese consoles.

We do think games cost too much, and we'll continue to encourage the production of better and cheaper games, but prices will only come down if piracy stops!

So well done to all you ex-pirates. You have taken a difficult decision, but we think you have made the right choice. The more of you who stop, the more we will be able to say to the games industry: "We Amiga owners have done our bit, now it's time for you to do yours!"

Cheaper games can be ours, but only if we put piracy to death.

# Letters

**Have your say! Make your point! Get heard! If you feel a need to share your point of view with other Amiga users, or you just have something witty to say, then write to: Letters to the Editor, Amiga Format, 30 Monmouth Street, Bath, Avon BA1 2BW.**

## SHOOT IT UP

OK, OK, so *Zool*, *Rainbow Islands* and *Putty* are all wonderful games to play. And *History Line* and *Civilization* and so on are all very mind-numbingly technical (well, for me anyway). But I'm going out of my mind trying to remember the name of, and eventually find, a very popular Eighties arcade game which is very similar to *Insectoids 2*.

You start off with three spaceships built on top of one another, and as you lose your lives, you lose a ship. After three or four rounds of blasting purple and yellow aliens, you have to dock your ship within a time limit. I even remember the diddly little tune, but unfortunately I can't hum it on to paper.

I've bought nearly every PD classic *Space Invader* game, everything ending in an -oid. Stuck them in my disk drive and drooled with anticipation over my keyboard... only to be confronted with yet another slow moving blaster.

Does anyone remember this arcade wonder? What is it called? And can I get it for ther Amiga?

**Michelle Keen, Somewhere**

*As repositories of vast amounts of tedious and usually useless computer trivia, it gives us great pleasure to have a use for this particular piece of info. The game you remember, and which took so many of our team's 10p pieces before the invention of* Defender *was...* Mooncrester.

*As for good PD versions, does anyone know of one, or even have one?*

## BRUTAL

I too am an addict of J Mascis' brutal guitar melodies. But no matter how good the hardware, the software or the user, you can't create music like The Velvet Underground, Jesus and Mary Chain, Sonic Youth or Dinosaur Jr using computers.

**Rob S, Benfleet**

*Is that true? What about Young Gods?*

## IS IT FREE?

I am writing to complain about the 'free' disk you put on the cover of *Amiga Format*. Firstly the disk is not free, as magazines of comparable content relating to video, audio cars and so on only cost around £2, Whereas *Amiga Format* is well over £3.

I think that you should make the magazine available, if only by subscription, without the disk at a lower price. In that case I would probably subscribe.

**G D King, Cambridge**

*Did we ever say the Coverdisks were free? I think not. (Please pedants, don't write in and inform us about the one time we slipped up, the disks cost, and we're aware of that). Those disks cost you almost £1 each. Which is why we pack them with the best game demos, and the most useful full programs and utilities.*

*Since much of the magazine is devoted to covering things which are on the disk, and we intend to increase this integration, removing the disks would render much of the magazine redundant. Sorry, the disks stay.*

## DIGITAL PIX

I buy your magazine every month, and have noticed a couple of advertisers selling digitisers and scanners. I planned to purchase one or the other, but wasn't sure which one I should go for.

Then an idea struck me. Conventional cameras store images in memory, then convert them to film. But what if the storage was on disk? For example, you take a photograph and the image is then stored as an IFF on a standard floppy disk. This would require cameras to be built slightly differently, with an extra flat surface which could hold around five 3.5-inch disks. The camera could include an option of how to save the image: hi-res, HAM, 256 colours, and so on. Owning a camera like this would be like having a cross between a scanner and a digitiser, but would be cheaper than either.

Do you think this theory would work in practice? I would like to see your views on this idea.

**Daniel White, Walsall**

*Your idea would work. We know that because Nikon, Hasselblad and Canon have all got working electronic imaging systems on sale right now. The chances are, though, that the more compact Mini Disc will be used for storage rather than a conventional 3.5-inch disk, because it offers far more capacity. These cameras don't save as IFF, because that would limit them just to Amiga usage. They will store in a 24-bit image format.*

**Continued overleaf**

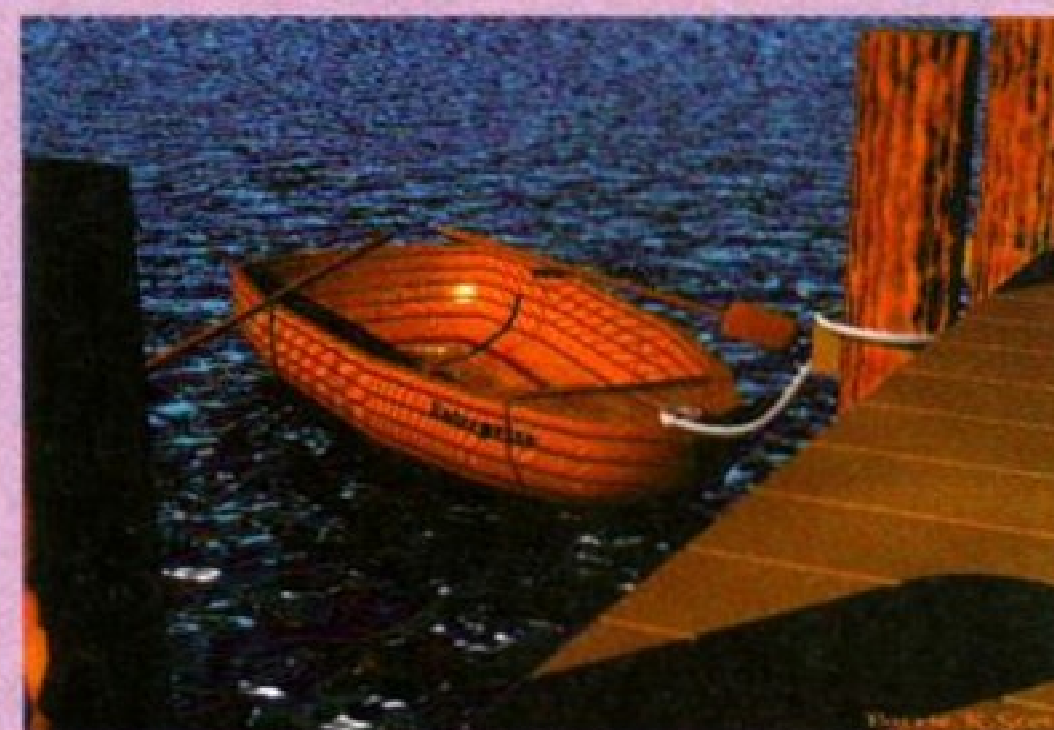



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**The Boat** by Barry Scott. Apologies for wrongly attributing this image last month. Barry – please send us your address.

## SHORT? YES! BUT SWEET?

**I am very interested in the new Amiga CD$^{32}$. A CD-ROM drive for the A1200 will hopefully follow shortly. Will it be able to use CDs that make use of the graphics conversion chip and the special joypads? If it plugs into the CPU slot, will it be compatible with existing FPU/RAM boards?**

**Nick Davis, Wolverhampton**

***We are lead to believe that the forthcoming A1200 CD drive will be able to run all CD$^{32}$ software. It doesn't seem likely that it will allow the use of accelerator/RAM boards at the same time, though.***

**What A1200 package should I buy if I'll be using it for desktop publishing as well as games? I will also need a hard drive – what capacity should I get?**

**Dave Goodwin, Argyll**

***The new Desktop Dynamite bundle is the best A1200 package to buy. The Wordworth program included in that bundle is adequate for most people's DTP requirements. We recommend at least 40Mb hard drive, preferably bigger. If you are using lots of different programs or lots of graphics, you may need a 120Mb or even bigger.***

**I cannot find *Getting the Most Out of Your Amiga 1993/4* in any newsagent – please tell me where I can get a copy.**

**Steven Thomas, Painswick**

***Turn to page 200 of this issue immediately.***

**Will there be an A1400 by the end of the year? Commodore seem to be putting all their efforts into CD$^{32}$, so will it be longer in coming?**

**Wein Berg, Sweden**

***The A1400 rumour seems to have been completely unfounded. Commodore International are always assessing the viability of different Amiga set-ups, they obviously didn't think the rumoured A1400 was a marketable option.***

**There is no such place in Scotland as Irving, it's Irvine.**

**Graeme McNab, Scotland.**

***Sorry.***

**In a CD$^{32}$ special report on page 17 AF50, you say CD$^{32}$ only has one competitor – Sega Mega CD, and that CD-i is a joke. Surely CD$^{32}$ has two competitors?**

**Frank Mutsaers, Utrecht**

***Yes, but only one of them is actually selling in any quantities.***

**Are you planning to give us a tweak for Coverdisk 51b *Skidmarks* so that we can actually play it?**

**Adrian Ball, Paignton, Devon**

***Send your disk to Discopy Labs, Units 2 & 3, Omega Technical Centre, Drayton Fields, Daventry, Northants NN11 5RT, and they will send you a working copy.***

**Please tell me how I can get hold of the full versions of two of your latest Coverdisk games – *Stardust* and *Skidmarks*.**

**Alex Palmer, Felixstowe**

***Both games will be on sale through the normal retail outlets shortly. Look out for full reviews of them in Amiga Format.***

**I am what you would call a "Trekie". Could include more Trek stuff in your magazine, or on your Coverdisk.**

**Wayne Thorose, Edgeware**

***Most of us here at Amiga Format are big Star Trek fans, so we try to include a Star Trek element wherever we can legitimately do so. But remember that the Star Trek ships and characters are all the copyright of Paramount, and we cannot just use them where and when we like.***

**I also read *Total!* because I have a Game Boy – your addresses are the same. Why is this?**

**David Khayat, Hove**

**Amiga Format *and* Total! *are both from Future Publishing.***

## AF IS CRAP!...

For a number of years I have been a regular buyer and avid fan of *Amiga Format*, and as such I was interested to read that the layout and format of your magazine was to change. Thus I looked forward to opening the magazine. My interest turned to dismay when I flicked through the pages.

First appearances can be deceiving, I thought, so I began to read in detail. The design of the games pages was terrible. There is no need to make the magazine into a *Sega Power* clone. I am capable of reading the review in full, and the summary notes in the box at the bottom of the page as I have always done. I can cope with descriptions more wordy than 'funky' and 'fearful'.

Also in the reviews I noticed four maps of my number keys at the bottom of the page. How thoughtful I said to myself, if I ever lose any of the keys these will help me locate them. Of course, I could always use the age old technique of finding them that I have always used. For example when looking for the key 4 I usually find it between 3 and 5. However, I thought perhaps they represent a 1 to 10 rating for that facet of the game. But no, I decided that would be too condescending, EVEN *Amiga Format* wouldn't stoop that low.

Amiga users in general are not the mindless couch potatoes who use Segas or Nintendos. Indeed most are intelligent, thoughtful, and can read pages with more than one column of text. Furthermore, is there really a necessity to ruin the clean, crisp pages readers have become used to by cluttering them with fancy, mock-pixelised borders?

I hope you take my views to heart and I look forward to a complete reversal to the previous layout.

**James Reay, Brampton.**

*Don't hold your breath, James.*

## ...NO IT ISN'T

I love it! Issue 51 is definitely a change for the better. The colour-coded pages are ingenius, and the new games scores are much easier to understand at a glance. Congratulations to your new Art Ed. Keep up the good work. I was also pleased to see the return of the second Coverdisk. It's nice to see that in this day and age, a magazine takes notice of what its readers want.

**Matthew Noble, Eastwood.**

I started reading *AF* back in the good old days, oh it must have been about issue 25, and I've got every one since. Back then the magazine was perfect.

Recently, however, you were falling apart, and over the last few months I was beginning to think that I was spending my precious pennies from loyalty alone. Life was so dreary and everything seemed pointless. Then I saw *AF*51, Wowwwwww! It was like all those adverts where everything becomes colourful after you try a certain product. Firstly, back to two disks again, hurrah! And articles like 'Fear, Loathing and Blitz', Marcus ought to get a medal for that, keep up that sort of editorial standard!

No mag is perfect any more, but if you'd just set aside one double page a month for sprockety readers like myself, covering on a revolving Basic, C, Assembler and Comms (or similar subjects), you would surpass even your former glory.

**J Levello, Ringwood**

*Well, what can we say but thanks to you, and the hundreds of other readers who wrote in with that kind of praise. We usually edit the nice bits out of letters, to save space and to not bore you by being self congratulatory. But just this once we thought we'd let you know that we've heard what you've said about the new look* Format, *and we'll keep trying to make it even better.*

## BLONDIE

Picture this: An A4000/030 with a 40Mhz processor, 4Mb of RAM and a £800 price tag. A machine with this spec would be very competitive with PCs and Macs, and offer existing Amiga owners a sensible and enticing alternative to upgrading their current machine with third party hardware.

You see, I was planning to get an A4000/030, but have noticed that for the same money I can buy an A1200 with an 80Mb HD and a GVP 1230



**Mighty Mouse** by Simon Jones of Pencoed.



**Silhouette** by Matthew Rowbotham of Wombourne.



**The Bar** by Karl Moore of Edgebaston.

accelerator fitted with a 40Mhz 68030, 40Mhz FPU and 4Mb of RAM for £200 less. This leaves me in the dilemma of wondering just how much I really value the expansion capabilities of the A4000.

The A4000 set-up I described originally would leave me in no doubt what to buy. Consequently most of my money would end up in Commodore's coffers, rather than with third party companies.

I'm sure many users have already gone down this route, so surely it is time for Commodore to wake up, break the habit of a lifetime, and finally offer us a competitively priced high-end Amiga!

**Gavin Rummery, Cambridge**

*We agree with you. If you don't need the PC or Zorro slots for anything, an accelerated A1200 is a faster, cheaper machine than an A4000/030. And it really shouldn't be the case. If GVP (or whoever else) can give us a 40Mhz 030 with 4Mb of RAM and an FPU for around £500, Commodore should have been able to build it in as original spec for considerably less. So while we don't see this model selling for your £800, it would have been a good spec for the A4000/030 at its current price point.*

## TWINS

I have found a separated-at-birth couple. I think Duncan Idaho (Spice controller from *Dune 2*) is brother of Norman Lamont.

**Toni Orlando, Oxon.**

*Could it be true? And wouldn't it be nice if Norm went to visit his long lost brother on Arrakis... and never came back?*





Some bloke out of *Dune2*. Norman Lamont

## I AM A RETARD

I am writing in to join in your piracy debate. I agree that programmers do months of work on their games and deserve money for it. But I have 130 games and around 100 of them are pirated. So if it wasn't for pirates I'd hardly have any fun on my Amiga 500+ at all. So long live pirates.

**C J Mason, Great Barr, Birmingham**

*You are scum. If we didn't have a policy at not swearing in print at scrofulous arrogant little dweebs like you, I would tell you to... as it is I just hope you get run over by a bus.*

*You may be having fun with your Amiga 500+ now, but if you continue to behave in the same conceited, self-obsessed manner that you currently are, there will be no new games in development for the Amiga in less than two years' time.*

## PICK UP A BOOK

I have noticed an error in issue 51 of *Amiga Format*. It is said on page six that on the *Second Samurai* Coverdisk the books are just for decoration, and that they will mean something in the final game. Wrong!!! As well as being able to fire daggers, once selected there are a number of other weapons at the Samurai's disposal.

The light orange book can activate a sword for Mr Samurai if the joystick button is held down while it is selected. You can only hold one orange book at a time, so if you don't activate one, you can't pick up another. The brown book is magic and is also activated by holding down the joystick button. This makes the whole demo a lot easier, but more enjoyable too.

**Neil Clark, Folkestone**

*We always knew that books expanded the mind, but we obviously weren't aware of their other abilities. Well spotted, and enjoy an* Amiga Format *T-Shirt and Pin Badge.*

## MANGA MANIA

I am a Manga fan, and I heard that *Akira* is coming out on $CD^{32}$. Is it coming out for the A500?

Some of my friends are bragging about their new games like *Mortal Kombat*. Yet if I mention any new games, they say it's coming out on their console soon! Why can't we home computer owners keep our

**Continued overleaf**



The Gallery Sponsored by MAX Graphics

Space Craft by Daniel Kersey of Sheffield.

# THE MAN AT THE TOP

**Keen to increase communication between The Big C and the Amiga community, Commodore UK's General Manager David Pleasance will be replying to your letters personally on a monthly basis.**





## More care for Commodore customers

**I have been a customer with Commodore since the launch of the Vic 20, and an Amiga owner since the A1000 – my commitment to Commodore is total. However, as far as their customer service is concerned Commodore need to learn a few lessons from other firms.**

**I have now been waiting seven weeks for a repair to my Amiga 4000/030. The first repair was only half completed because Commodore had not supplied Wang with all the requested parts. And the repair only lasted two hours before the machine crashed again.**

**I have contacted both Commodore and Wang over 20 times with no result. I have also written to David Pleasance, but have received no reply. I am aware of the amount of faults on the A4000, but I don't feel that this is good enough reason for this type of delay.**

**Stephen Bennett, Dudley, West Midlands**

***Thank you for being such a loyal and longstanding Commodore user. May I apologise for not replying to your letter, but I have never received it. Whether it has been mislaid in the post, or at Commodore, I cannot say. Needless to say if you forward a copy of this letter to me it will receive my immediate and personal attention.***

***There have been problems on delays in repairing Amiga 4000s due to a shortage in spare parts. However, this has now been remedied. I have asked for a full report of your case from Wang which is being forwarded to our technical support manager. If you could contact him, he has been fully briefed and will ensure that your situation is quickly and satisfactorily resolved.***

## Hungry for AGA chipset details

**I am a strong supporter of the Amiga and would love to contribute to its continuing success. I have been involved with games software development since 1983 and yet now this new wonder machine (AGA chipset) is inaccessible. The AGA chipset has been out for over a year and yet there is still no hardware reference manual. I am aware of the Developer Support program, but this does not cater for games programmers and as such will impede the success of the machines.**

**To maximise the capabilities of the new machines it is necessary to directly access the chip registers. Is it once again going to be left to the programmers hacking operating system routines to find out how to create 256 colour screens/bigger sprites, and so on?**

**Please can Commodore provide us with accurate information on how to utilise the new facility of the AGA chipset – this would also mean games will be compatible with future Amiga developments.**

**L J Willis, Oxon**

***Up until now it was not possible to get the AGA chipset documentation as they were treated as confidential. But our R & D Centre have now released them to us in the UK. The developer's program does cater for games programmers with every major publisher as members. This is the only way to obtain this technical information, so I recommend that you subscribe. One additional word – programmers who directly access the chip registers in their quest for 'the best' can cause compatibility problems when operating system revisions occur.***

# How to contact
# AMIGA FORMAT

The best way to get an answer from Amiga Format is to make sure you're addressing your letter to the right person (or indeed, department) in the first place...

- **We get literally hundreds of letters and faxes a day, so if we were to try to answer them all personally we would never have any time to actually write *Amiga Format*. So we're sorry, but we can't reply in person.**
- **We are available for enquiries by telephone every Tuesday between 10.30am and 6pm, but please be patient because the lines do get rather busy.**
- **Our advertising department can help with problems concerning companies who advertise in the magazine if you phone during normal office hours.**
- **Our subscriptions service and the *Amiga Format* Mail Order department are not in the same building as the magazine itself. Both can be contacted on 0458 74011.**

## *Work* BENCH



**If you have any problems with the technical side of your Amiga, with hardware or with serious software, Nick Veitch will try to answer you in the mag. Or, if you have any advice for others or any handy tips to share, send them in and you could win a prize.**
**WORKBENCH, *AMIGA FORMAT*, 30 MONMOUTH STREET, BATH BA1 2BW.**

## *Game* BUSTERS



**If you've just found the cheat mode, mapped out the levels, or found all the passwords for the latest game, send the info to Rob Mead and you could win a prize. Or, if you're stuck, ask Helping Hand for advice – or solve someone else's problem and win a prize!**
**ROB MEAD, GAMEBUSTERS, *AMIGA FORMAT*,**
**30 MONMOUTH STREET, BATH BA1 2BW.**

## *Readers'* LETTERS



**The Letters pages are there for you to air your views and share your opinions; please remember not to ask questions that should be in Workbench! Marcus is looking for thought-provoking or entertaining letters, the shorter the better. Prizes are given for the best.**
**LETTERS TO THE EDITOR, *AMIGA FORMAT*,**
**30 MONMOUTH STREET, BATH BA1 2BW.**

## COMPETITIONS



**To enter a competition, write the answers and your name, address and phone number on the back of a postcard or a stuck-down envelope and send it in. We have just changed our rules so that each person may enter only once: and, please, do not include entries with letters to any other part of the mag because we'll just lose them.**
**WHATEVER COMPETITION, *AMIGA FORMAT*,**
**29 MONMOUTH STREET, BATH BA1 2DL.**

## *Special* OFFERS



**If you've ordered something from the *Amiga Format* Mail Order section and you've got a problem, then don't write to our Bath address – instead contact our Somerton address or telephone 0458 74011.**
***AMIGA FORMAT* MAIL ORDER, FUTURE PUBLISHING,**
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## SUBSCRIPTIONS



**If you move house and want to make sure your copy of the magazine catches up with you, or if you have any other subscription enquiry then write to:**
***AMIGA FORMAT* SUBSCRIPTIONS, FUTURE PUBLISHING,**
**CARY COURT, SOMERTON, SOMERSET TA11 6TB.**

## *Faulty* COVERDISKS



**The disks are duplicated and stuck on the magazine by a separate firm which we employ. If you have a faulty disk, DON'T return it to us: send it, enclosing an SAE, to: DISCOPY LABS, UNITS 2 & 3, OMEGA TECHNICAL CENTRE, DRAYTON FIELDS, DAVENTRY, NORTHANTS NN11 5RT.**

classics to ourselves so we've got something to brag about?

Workbench 3 owners have *ARexx*. Is there any way I can convert Workbench 1.3 to use this?

Do you know where I can get *Gem'X*?

**M A Mundell, Deeside**

*Akira will be out in both CD and floppy Amiga versions this 'Christmas period'. That means that it might not make the shops before December 25th, but it will certainly be on sale before you've spent all your Christmas money.*

*Mortal Kombat will be out on the Amiga soon, so don't let your friends get you down. The reason 'our' characters come out on other formats is that the companies who create them need to sell lots of copies their games in order to make a profit. And obviously, the companies sell more games if they make them available to more formats.*

*So you will get the same games on your Amiga that your friends have on their consoles (with the exception of Sonic and Mario, who actually belong to Sega and Nintendo). Try asking your friends when Real 3D, or PageStream 3 will be out for their sad and pathetic consoles.*

*ARexx comes free with Workbench 3, but it will work with your Amiga without modification, just buy yourself a copy.*

*We've been trying to get hold of a copy of Gem'X ourselves for quite a while now. Maybe there are some readers who know where there are some?*

## EAGER TO WIN

Hi, my name is Daryl Booth, you may recall that name, cos I'm the guy who entered your A4000 comp 78 times. My wrist was sore and aching (no silly comments please), my tongue was dry after all that stamp licking, my trainers were bald after all the trips to the post box. Imagine my horror when I then read in *AF* that there were several possible answers to some of the questions.

Now I know that this was beyond your control. But please try to picture me, waiting patiently for four and a half weeks, having spent loads of time drawing pretty patterns on all my entries, and you didn't even print the competition answers to satisfy my overwhelming curiosity. Please, please print the answers.

**Daryl 'I made them change the rules to one entry per person' Booth, Ramsgate**

*What an oversight on our part. Here are the Q and As:*

***1. What is the A4000/030 list price?***
*We accepted £1,099 and £1,080.*
***2. What is the standard RAM?***
*At the time it was 4Mb*
***3. What is the A4000/030's CPU?***
*We took the number 68030 and the letters EC in any order.*
***4. What is its clock speed?***
*25Mhz*
***5. What HD interface does it have?***
*IDE, we accepted Intelligent or Integrated Drive Electronics.*
***6. How many Zorro 3 slots?***
*Four.*
***7. What does AGA stand for?***
*Advanced Graphics Architecture. (If you said Array you were thinking of PCs)*
***8. How many colours can HAM8 mode display?***
*We accepted 256,000 or 262,000 or 262,144.*
***9. Dhrystone test speed advantage over the A1200.***
*Due to Richard's extreme stupidity (he didn't print the required information, even though he formulated the question) we accepted anything. Yes anything.*
***10. Who is the Managing Director of Commodore UK?***
*Due to the timing of this question we accepted Colin Proudfoot, Kelly Sumner, or David Pleasance. We did not accept Steve Franklin.*

*And you are partly right Daryl, it was you and the other multiple entrants to the A4000 competition, who made us change the rules. Commiserations for not winning, but why not give last month's Blitz Basic competition a go? There are two A4000/030s up for grabs.*

## US GONE

I have recently seen *Day of the Tentacle*, LucasArts' latest PC release, and it is outstanding. Now I know that it can be ported to the Amiga much easier since the release of the wonderful A1200. So these are my questions: Are LucasArts dropping the Amiga? Does *Amiga Format* have any muscle power it can use to persuade LucasArts to continue to make Amiga games?

**Nick Pierce, Weston-S-Mare**

*LucasArts have stopped supporting the Amiga, due largely to the Migs failure as a games machine in the USA. US Gold, the UK suppliers of LucasArts' products could obtain the rights to convert them for the Amiga. If you would like to see LucasArts' programs on the Amiga, write and tell Bridgett Hirst at:*
***US Gold, Units 2-3,***
***Holford Way, Holford,***
***Birmingham B6 7AX.***

## CD³²S ALL ROUND...

**These are the lucky winners of our 'A CD for me' competition. All of whom will receive an Amiga CD³² console.**

**D Lloyd of Anglesey, Steven Harrison of Haxby, T Woodrow of Norwich, Mark Westley of Newmarket and Mark Pezzotta of Warrington.**

**Congratulations to all you lucky winners, your Amiga CD³²s will be in the post very, very soon.**

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COLOUR ORIGINATORS Phoenix Repro
PRINTED IN THE UK BY St Ives PLC
NEWSTRADE DISTRIBUTION, UK Future Publishing, 0225 442244
NEWSTRADE DISTRIBUTION, OVERSEAS MMC Ltd 0483 211222

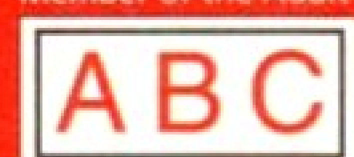


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# NEXT MONTH

# HOIST THE JOLLY ROGER!




This game might only cost you a couple of quid, but it could cost the rest of the Amiga game playing community much, much more!

**"THE AMIGA MARKET** is on a knife edge… piracy will kill it eventually. I don't think there is any doubt of that." These are the words of Dino Dini, author of *Goal, Kick Off* and *Kick Off 2.*

Is he right? Next month we'll be delving into the murky world of software piracy. We'll be asking actual pirates about their motivations, and finding out if they know, or even care about the consequences of their actions. We'll speak to FAST, to find out how they go about the difficult task of combating piracy. Then we'll ask ELSPA, and the game developers themselves how much damage is actually being done.

## IT'S CHRISTMAS (NEARLY)

But hey! We won't be spending the whole issue dwelling on the bad things in life, it will be our big Christmas issue after all. So we'll be asking all the most important figures in the Amiga world what they would like Santa to bring them. We'll also be having massive jovial festive round-ups, giving Gamesbusters tips on the top-selling games of the year, trying to work out what will be the Christmas number one, and taking part in a whole lot more festive bufoonery. Don't miss it!

## DON'T FORGET THE BOOK!

Oh! And there will be a book on the cover too. Our pressy to you!

## ISSUE 54 CHRISTMAS!

**WAITING FOR YOU AT YOUR NEWSAGENT FROM 25 NOVEMBER**



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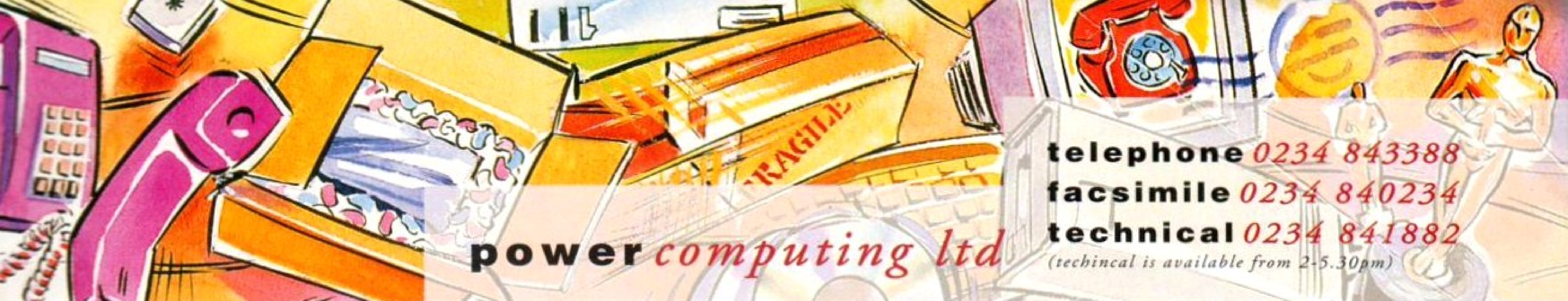


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*A600/A1200 Colour Scanner available soon*




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## power scan 4



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(OCR full version is only available to registered users of OCR Junior)

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| | |
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## electric fingers club

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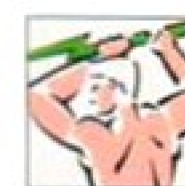
## pro software

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Power Computing's latest 32-bit memory expansion for the Amiga 1200 is now available. The PC1208 combines exceptional value with incredible features. The original PC1204 4MB 32-bit memory expansion is still available, and is exceptional value.

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**PC1208 Memory Expansion**

| | | | |
|---|---|---|---|
| PC1208 Bare | **£70.00** | **PC1208 FPU's add:** | |
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| | |
|---|---|
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| PC1204 25MHz 68882 | **£279.95** |
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